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Pick up someone else's litter
Learn a second language
Go for a day without speaking
Write to Mother Teresa
Send your mum some flowers
Every day at the same time stop and think about something wonderful
Go and see Ryan Giggs
Turn your radio up full blast
Strip right down to your underwear
Say a prayer every night
Get your nipple pierced
Teach a child to read
Go for a run around the block
Have a day without TV
Ring 071 700 3100 and tell London something it needs to know
Buy a book on Jeff Koons
Tune your radio to Kiss and pull the knob off
Read a page from a book by Charles Dickens
Play football in the street
Stare at the clouds for a full ten minutes
Believe in yourself
Hug someone of the same sex
Give £100 to a down and out
Buy Marvin Gaye's 'What's going on'
Eat a pineapple
Put your change into a bottle for a year and give it to charity
Make a statement
Tell someone a secret
Write the alphabet backwards
Visit Great Ormond Street Hospital
Order an empty skip and leave it outside your house for a week
Begin something you've always wanted to begin
Meet an old friend you haven't seen for years
Go to the market and spend 10p
Learn something new every day
Talk to a child about the future
Make a record
Help someone today
Throw away your watch
Think purple
Dance the dance electric
Wear a wig
Laugh
Wallpaper the inside of your car
Plant a tree
Make everyone at work a cup of tea
Take a picture of your back
Go on holiday and don't take any luggage
Phone someone you love
Take a friend to the zoo

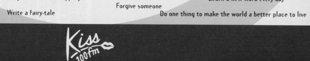
Take a friend to the zoo

Give up your seat on the tube every day
Take a bath in milk
Climb a tree
Watch 'It's a wonderful life'
Get on a bus you never got on before
Drink a glass of water
Clean your ears
Dream for the day
Visit New York
Listen to Jazzie B's next show
Get up an hour earlier tomorrow
Do 100 press-ups
Eat something you've never tried before
Ride a Merry-go-round
Say hello to a policeman
Spend an hour in a place of worship
Send someone a telegram
Put your sofa in the kitchen
Go to a museum

Croon to your partner under a full moon
Get on a bus you've never been on before
Do a jigsaw puzzle
Dance in the front garden
Get your hair cut
Shave your head
Dance in the rain
Feed the birds
Fast for a day
Visit an art gallery
Buy a hat
Write a poem
Use a fountain pen
Feed someone else's meter
Walk home today
Carry a flower all day
Feed the dog
Paint your toe-nails
Invite your neighbour to tea
Take your granny to the movies
Give your favourite possession away
Stop saying no for a whole week
Memorise a Woody Allen joke
Put on a dress
Tell the truth for a day
Write to your MP
Scream
Make a wish
Put the kettle on
Go home a different way every night for a week
Take up knitting
Learn to listen more
Listen to Rodigan's next show, in the park
Sing a song at the top of your voice
Spend an afternoon speculating on how to make a million
Help a stranger with their shopping
Forgive someone
Write a fairy-tale

TUNE TO 100FM, CLOSE YOUR EYES, STICK A PIN IN THIS PAGE AND DO IT.

Say yes for a day
Put your name on a star
Stop someone getting AIDS
Learn to fly
Do a cartwheel
Tell someone your dreams
Walk on the grass
Make a million pounds
Talk about God with a friend
Wink at someone ugly
Buy the next record you hear on Kiss
Buy your boss a present
Tell someone you appreciate what they do
Buy a friend your favourite book
Tune into Caesar tomorrow morning at 4am
Photocopy this ad and get someone else to do it
Only boil as much water as you need
Learn a new word every day
Do one thing to make the world a better place to live



MASTER



Congratulations, you're the proud owner of SEGA MASTER FORCE Issue 2! This wondrous magazine will provide you with months of endless fun and, with a bit of tender loving care, grow into a valuable and trusted friend. Within these pages you'll find up-to-the-minute 8-bit news, previews, reviews, a massive tips section, loopy letters, cracking compos and a bulging buyers' guide. Just remember to feed and water this issue twice a day, take it for regular walks and you'll have a pal for life!

PLAN



SEPTEMBER 1993





KOMBAT FATIGUE

14 Could this be the game to top *Street Fighter II*? We take a peek at Acclaim's forthcoming fighting game in our massive four-page preview!



A La Cart Menu





FLASH BACK!

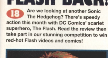
18 Are we looking at another Sonic The Hedgehog? There's speedy action this month with DC Comics' scarlet superhero, The Flash. Read the review then take part in our stunning competition to win red-hot Flash videos and comics!

PLATFORM POWER

10 Need to know what's hot and what's not in the world of platform games? We've got the lowdown on ten of Sega's 8-bit platformers.

GUIDING LIGHT

59 With so many Master System games to pick from it's often tricky making that fateful choice. Check out the SEGA MASTER FORCE Buyers' Guide to find out how we, the professionals, rate the 8-bit titles currently available.

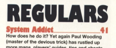


AWESOME ANDRE

39 SEGA MASTER FORCE have linked up with TecMagik and sporting superstar, Andre Agassi for the giveaway of a lifetime! There's prizes a-plenty to be won in our EXCLUSIVE competition.

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31 If you're a Game Gear owner, this is the section for you! Eight pages packed with everything you need to know about the latest in handheld games and gaming.



REGULARS

System Addict 41
How does he do it? Yet again Paul Wooding (master of the devious trick) has rustled up more maps, players' guides, tips and cheats that you could possibly need! This month we've a complete *Batman Returns* players' guide to help you out with those Dark Knights PLUS more small tips than you can shake a big stick at!

Cart Toppers 51
The only place to find the OFFICIAL Virgin Games Top 20 Master System games. Find out which are the movers and shakers this month as that master of the foul mouth, Gutter Snipe, gives you his regular running commentary!

Letters 52
He's back again! Gutter Snipe ploughs through your monthly mutterings and sordid scribblings. Take a peek at the reader art and try to spot the world's next Vincent Van Gogh!

Classifieds 64
Want to trade in that naff Nintendo? What about swapping your rusty bike for something, er, not-so rusty! This is the place to be if you're after a bargain or want to place an ad for FREE.



STOP PRESS!

We've a packed news section this month with all that's hot and all that's not in the Master System world! Check out our exclusive info on MS Micro Machines, Adventures of Dizzy, Cool Spot, Addams Family and much more. We also take a peek at a new graphic novel featuring those cuddly Aliens and there's speedy goings-on in Domark's brand new racing game. Read on for fun, facts and fancy stuff...



Welcome, System addicts, to the second issue of SEGA MASTER FORCE — the *only* magazine in the world dedicated to Sega's marvellous Master System.

Where other 8-bit machines have withered away and died (try finding a new cart for the NES nowadays!), the Master System goes from strength to strength. The fact that all the major developers are still backing the format is nothing to be sniffed at, and the games currently in production look set to take the machine to new limits.

Acclaim's magnificent *Mortal Kombat*, for example, promises to finally provide MS owners with a beat-'em-up to be proud of; while Domark's *Desert Strike* appears easily as playable as any of its other incarnations.

Feedback from our fabulous first issue, meanwhile, continues to pour in. Letters, phone calls and faxes oozing praise have put paid to any doubts lurking in the muddled minds of industry pundits everywhere — and inflated our egos beyond comprehension!

This month we're giving you the first in an irregular series of game genre round-ups (see pages 10–13) — perhaps you'll let us know what you think? We're planning to cover all the major game types in a similar fashion over the coming months, so why not tell us which ones you're most interested in?

This is your magazine — after all, you paid for it, didn't you?! — so don't hesitate to tell us what you'd like to see. Comments and suggestions on all aspects of the mag are welcome, as are any concerning the industry in general.

Finally, there's just enough room to mention our special 'Master Blaster' award (that's it at the bottom of the column). Given to games scoring 90% or over, whenever you see this logo in the mag you'll know a cart's worth buying.

Okay, that's enough from me — on with the show!

Steve

Steve Shields
Managing Editor



MICROWAVED EGG!



Warwickshire-based software company, **Codemasters**, have lined up some t'rrific treats for Master System owners. Later this year, you can expect to see 8-bit conversions of both the incredible *Micro Machines* and the eggs-citing *Adventures of Dizzy*.

Already a hit on the Mega Drive, *Micro Machines* is being hailed as one of the top racing games available. NES owners have been lucky enough to play this cart for the past six months and now the MS gets a look-in.

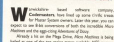
Micro Machines is a high-speed game where you control a tiny vehicle around unusual real-life tracks. Settings include a giant pool table, back garden, bath tub and breakfast table! One player can zip along, tackling computer-controlled opponents, or two players can challenge each other to a game of speedy skill.

Whichever option you choose, *Micro Machines* is a thrill-packed game with tons of tongue-in-cheek humour (it scored a whopping 90% in SEGA FORCE 14)

The Fantastic Adventures of Dizzy is a platform-based game that features the exploits of Codemasters' star, Dizzy the Egg. Set in his home town, Dizzy has to stop the evil Wizard Zaks from carrying out devious plans.

His adventures take him through high tree-tops, diamond mines and even a dragon's lair. With a unique mixture of platform action and puzzle-solving, *Dizzy*'s set to be a huge success.

Expect to see both MS versions out before Christmas and join us next month as SEGA MASTER FORCE presents a massive EXCLUSIVE preview of both games! Cor!



Codemaster's Micro Machines features high-speed racing with tiny vehicles on oversized backgrounds.



Micro Machines on the Master System is based on the successful line of miniature toys.



Multiple races and different vehicles such as cars, boats, trucks and helicopters are all on offer.

SHADY CHARACTER



Brace yourself, **Cool Spot**'s back in town. This time he's squeezed his way onto the Master System.

The round, shady character's in a spot of bother. Wild Wicked Wily Will, a mean dude with a silly haircut and equally stupid name, has captured and caged Cool Spot's friends, all named Spot.

Shock, gasp, horror, what will he do? Well he doesn't lose his cool, that's for sure. This guy's cooler than an Eskimo's codpiece.

The sophisticated blemish has a stunning 250 frames of animation. He walks tall and runs smooth, leaps long before looking, hangs loose from balloons, bounces between bubbles, climbs ropes and wires, and still finds time to dust himself down, clean his shades and play with his yo-yo. He even yawns when the player's performance isn't up to scratch.

Cool Spot boasts eleven stunning levels, plus six bonus rounds set inside a bottle of pop. Great sprites try and stop our hero, but Hermit crabs loose their cool when they lose their shells — they're left standing in their boxer shorts! Manic mice bombard Cool Spot with stale cheese and troublesome toys do their best to hassle the scarlet pimple.

Cool Spot should hit the shelves some time before Christmas. If you can't wait that long, look out for a full preview in a couple of issues' time.

GENIE-US!

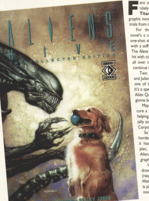
Codemasters' revolutionary invention, the NES **Game Genie**, has taken the States by storm. It's presently America's fifth best-selling toy.

If you've never heard of a Game Genie before, where have you been? It's a 'game enhancement device' (cheat cartridge, to you and me) which enables you to skip levels, obtain infinite lives, infinite power, extra speed and so on, depending on the codes you enter. You can even tamper with graphics to change the colour of characters. Can you picture a green Sonic?

That's all well and good, but why should it affect us Master System owners? According to a juicy bit of gossip we've heard through the grapevine, **Codemasters** are working on a Game Genie especially for the MS (hurrah, hurrah and mirth all round)!

Don't get too excited yet, this is only a rumour, but we're usually well informed. Keep your eyes peeled and your ear to the ground for further info!

HIVE OF ACTIVITY



Fans of the **Alien** movie trilogy will definitely be interested in a new offering from **Titan Books**. *Aliens: Hive* is the latest graphic novel featuring those nasty extra terrestrials from the hit sci-fi/horror films.

For those who don't know, a graphic novel's a collection of comic-book issues or a one-shot story produced on high-quality paper with a stiff paperback cover, much like a book. The *Aliens* graphic novels have been a massive hit with comic collectors and fans of the movie all over the world. *Aliens: Hive* looks set to continue the trend.

Two humans, Dr Stanislaw Mayakovsky and Julian Lish, have set out into space to find one of the rarest substances in the galaxy. It's a special jelly that's only produced by the Alien Queen — getting hold of this stuff isn't gonna be easy!

Mayakovsky needs the Royal Jelly to cure a fatal disease he's contracted. Lish is helping him because she intends to sell the jelly to the wealthy, powerful Bio-National Corporation.

So how do two humans get past hordes of Aliens and grab the jelly? Well, it has something to do with a cunning plan, Mayakovsky's dog and a cybernetic Alien, but you'll have to read the exciting graphic novel to find out more.

Written by **Jerry Prosser** and drawn by acclaimed artist **Kelley Jones** (responsible for *Sandman: Season of Mists* and *Batman: Red Rain*), *Aliens: Hive* is published by **Titan Books** and is out now, priced £8.99.

In space, no one can hear you read!

MORE SONIC COMIC CAPERS



In last month's SEGA MASTER FORCE, we told you all about the new *Sonic The Comic*, published by **Fleetway**. As you would've read, we weren't that impressed with the spiky ones adventures — even though the first issue included a free badge!

If you're one of those people who can't get enough of the speedy **Sega** star's adventures, there's another option. *Sonic The Hedgehog* is a monthly comic-book published by **Archie** in America. It features the adventures of Sonic and a small band of furry freedom fighters as they battle the might of Doc Robotnik and his mechanical creatures.

This comic's reportedly based on a Sonic cartoon series due to appear on American TV some time in the autumn, but before you rush off to your newsagent, the *Sonic The Hedgehog* comic is only available in specialist comic shops.

Don't panic, Sonic freaks! Word is that it may be officially available in the UK later in the year. Meanwhile, if the original **Archie** edition takes your fancy, give **Forbidden Planet** in London a call on (071) 836 4179.

TOAD IN THE HOLE!

Forget the Teenage Mutant Ninja Turtles, the hottest green bods to be seen with are the **Battletoads**! Originally American teenagers, the three lads were sucked into a video game and transformed. No longer were they wimpy, weak and spotty — instead they're mean, green... and spotty! Stuck in their computer-generated world, Zitz, Rash and Pimple vowed to battle the forces of evil and find a way back home.

However, no adventure would be complete without a suitably nasty villain. In this case it's the Dark Queen, who has only one purpose in life: to destroy the Battletoads! With the aid of her Psyko Pigs, Mutant Ratpack and Saturn Toadtraps, she aims to give the horny heroes a run for their money.

Based on their wacky comic-book adventures, *Battletoads* is a varied platform romp set across 12 massive levels. Each 'Toad has a variety of moves, including such strange attacks as the Big Bad Boot, Battletoad Butt and Nuclear Knuckles.

Virtually identical to the Mega Drive game (reviewed in SEGA FORCE 17), MS *Battletoads* is being produced by **Virgin Games** and should be out in time for the festive season. If the success of the original NES game is anything to go by, we might have a green Christmas!

What's six-foot tall, green and built like a brick outhouse? The Battletoads are due to make their appearence on the Master System later this year.

DRAGON'S FURY

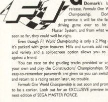
Though he died way back in 1973, there's still much interest in the films and life of martial arts expert **Bruce Lee**. This autumn sees the release of *Dragon*, a film which delves into his incredible life story. Newcomer Jason Scott-Lee (no relation) plays the master himself.

Virgin Games have snapped up the rights to this frantic fighting film and have a Master System in the works. If you're a fan of the martial arts or games such as *Street Fighter II* check this out: *Dragon* features Bruce Lee and 12 other opponents in a series of one-on-one battles. Play as Lee or get a friend to help out as Bruce Lee's alter ego.

Your character has an impressive range of 36 fighting moves — plus secret ones to discover. Loads of animation and sound effects have been squeezed into a 4-Meg cart so watch out — everybody will be kung fu fighting later this year.

Jason Scott Lee (no relation) stars as martial arts expert Bruce Lee in the new film, *Dragon*.

THE WINNING FORMULA

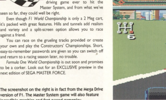


Get ready for life in the fast lane with **Domark**'s latest release, *Formula One World Championship*. Domark promise it will be the fastest driving game ever to hit the Master System, and from what we've seen so far, they could well be right.

Even though *F1 World Championship* is only a 2 Meg cart, it's packed with great features. Hills and tunnels add realism and variety and a split-screen option allows you to race against a friend.

You can race on the grueling tracks provided or create your own and play the Constructors' Championships. Short, easy-to-remember passwords are given so you can switch off and return to a racing season later, no trouble.

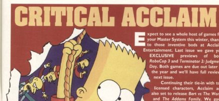
Formula One World Championship is out soon and promises to be a corker. Look out for an EXCLUSIVE preview in the next edition of SEGA MASTER FORCE.



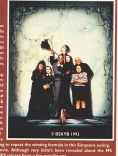


The screenshot on the right is in fact from the Mega Drive version of F1. The Master System game will also feature incredible graphics and fast-paced gameplay.

CRITICAL ACCLAIM



Expect to see a whole host of games for your Master System this winter, thanks to those inventive bods at Acclaim Entertainment. Last issue we gave you EXCLUSIVE previews of both *RoboCop 3* and *Terminator 2: Judgment Day*. Both games are due out later in the year and we'll have full reviews next issue.



© BSKYB 1993

Continuing their tie-in with top licensed characters, Acclaim are also set to release *Bart vs The World* and *The Addams Family*. We gave you some indication of how good *Bart*'s going to be in **SEGA FORCE** Issue 17. It follows the antics of The Simpsons as they travel around the globe in search of rare items for Homer's employer, Mr Burns. Little do they know Burns is hoping he can get rid of Bart and his family once and for all!

With the success of *Bart vs The Space Mutants* on all Sega formats, Acclaim are hoping to repeat the winning formula in this Simpsons outing.

The Addams Family is based on the hit movie. Although very little's been revealed about the MS game, it's believed to be based on the Super NES release from a few months ago.

You play Gomez Addams and travel through your spooky, ooky mansion to find the lost family fortune. The game's platform based with the usual array of wacky creatures, well-timed leaps and massive end-of-level guardians.

If you're after a sneak peak of these games, stay tuned to **SEGA MASTER FORCE** 'cos next issue we should have exclusive previews of both *Bart vs The World* and *The Addams Family*.

© Matt Groening

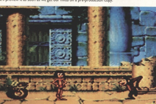
WELCOME TO THE JUNGLE

Forget about your worries and your strife because **Virgin Games** are bringing ***The Jungle Book*** to the Master System. Innocent Mowgli the man-cub longs to return to his village on the outskirts of the jungle but has a long journey ahead of him.

The 12 exciting levels feature all the characters from the film, secret bonuses and hidden areas. Mowgli first swings and climbs on vines, keeping mad monkeys at bay by throwing bananas. The many pick-ups include a special boomerang, bananas and a blowpipe, with nuts for ammunition.

He climbs up the Great Tree before hitching a ride on an elephant on the Dawn Patrol. By the river, Mowgli encounters alligators, falling rocks, giant fish and piranha, using turtles as stepping stones and a floating Baloo the Bear as an escape raft! Later, the cheeky man-cub meets King Louie, orangutans, vultures, vampire bats, wild boars and a mad witch doctor.

The cart promises to be packed with imaginative and amusing animation — easy to believe considering past **Virgin** conquests such as *Global Gladiators* and *The Terminator*. The *Jungle Book* game will be out in time for Christmas so you've plenty of time to save your pennies. As always, we'll preview it as soon as we get our mitts on a pre-production copy.



Top Ten platform games reviewed and rated!



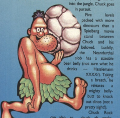
There's a whole planet to clean up in *Global Gladiators* from Virgin Games! Guide Mick and Mack through five garbage-filled sections.

PLATFORM SC

'The train now standing at platform two is the 15.30 to Gaming Heaven, calling at Rainbow Islands, the Green Hill Zone, New Zealand, Mexico and the Land of Illusion. Your guides on this tour of the Master System's best platform games are Timothy Hirschmann and Warren Lapworth. All aboard!'

CHUCK ROCK
Virgin

Chuck Rock is a caveman with all the social graces of a dung beetle. However, there's someone who can tame the heart of this savage beast: the beautiful, busty Ophelia. So when his rival, Gary Gritter, drags her off into the jungle, Chuck goes in pursuit.



Five levels packed with more dinosaurs than a Spielberg movie stand between Chuck and his beloved. Luckily, the Neanderthal slob has a sizeable beer belly (not sure what he drinks — Hasslemaim XXXX?). Taking a breath, he releases a mighty belly-butt to knock out dinos (not a pretty sight!). Chuck Rock can also, er… chuck, ah, rocks. These not only mash monsters' brains but also act as stepping stones, so Chuck can reach high platforms and cross wide pools.

The dinosaurs aren't all bad, either. A pterodactyl carries you to safety, for example, and dropping a rock on a crocodile catapults Chuck into the air.



Help Chuck Rock find the evil Gary Gritter. He's the prehistoric dude who's kidnapped Chuck's girlfriend.

It's not much to look at, mainly because backgrounds are plain black. However, foreground graphics use a handful of colours to great effect and Chuck's a super sprite. The theme music's good but there are only a few in-game effects.

The controls are tricky at first but give *Chuck Rock* a chance and the gameplay shines through. It's not as fast as Sonic but the need for thoughtful positioning of rocks make it adequately intriguing.

Chuck Rock's pleasant rather than great to look at and sounds are scant but the combination of platform-hopping, baddie-butting and rock placement is brilliant.

Rating: 91%

GLOBAL GLADIATORS
Virgin

Sitting in McDonalds one day, American chums Mick and Mack dreamt of being their heroes, the goody-goody Global Gladiators. Ronald McD popped up, waved his magic wand (or something)… and they were!

As the ecologically-minded Global Gladiators, Mick and Mack use goo-guns to oust slimeballs, trashcans, fire demons and ice creatures from four levels of three sections (though how goo can help Mother Earth is a mystery).



McDonalds' 'M' symbols must be collected before the chosen Gladiator can exit the section; find ten extra Ms for a bonus stage. Three types of rubbish — paper, bottles and cans — are sorted into bins as they float groundward.

When *Global Gladiators* was released on Mega Drive, we loved the graphics, sound and gameplay, but there was little challenge. The people at Virgin put their heads together and came up with the revised, super-challenging MS version!

Visually, it's brilliant. All the sprites are well animated and backdrops are highly colourful. Although gameplay's McTricky at best (the lack of continues doesn't help), it's very entertaining and addictive.

If you like challenging games you'd be a fool to miss *Global Gladiators*, but if you like the easy life, steer clear.

Rating: 86%



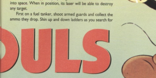
The Global Gladiators use goo guns to zap the bad guys. Bonus points are gained by collecting 'M' icons.

JAMES BOND: THE DUEL
Domark

Domark's 007 adventure leaves you shaken but not stirred. You take the role of the world's most famous secret agent, James Bond, and battle through bad guys and obstacles galore.

A dastardly plot's been hatched by one of Bond's most feared foes, Professor Greypen (what do you mean, 'never heard of him'?!). On an artificial island somewhere in the South Pacific, Greypen's preparing to launch an armed shuttle into space. When in position, its laser will be able to destroy any target.

First on a fuel tanker, shoot armed guards and collect the ammo they drop. Shin up and down ladders as you search for



hostages and equipment to blow the ship out of the water. But watch out for Jaws, he's BIG trouble.

Congratulations are in order: the MS's visuals are equal to those of the MD original and gameplay's *better*. Graphics are sharp and colourful, a lifelike Bond ducking, leaping and firing.

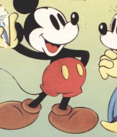
The gameplay's fast, furious and challenging. Although there are only four levels, each is split into three stages, and progressively tougher tasks give long-lasting appeal.

The controls run smoothly but you can't fire diagonally. This makes you a sitting duck at times; at best, you can hop underneath and fire a killing shot before the bad guy blasts you.

Our only other quibble's over the basic sounds, but generally *James Bond*'s a great platformer.

Rating: 84%

© Walt Disney





LAND OF ILLUSION
Sega

Another brilliant Disney game, this time starring the world's most famous mouse, Mickey (sob! — Jerry).

He's also a sleepy character: while reading his favourite book, he falls asleep and finds himself in a whole new world. In contrast to the fairy tales he'd been reading, this land is dark and unsettling.

When Mickey sees a local girl attacked by a monster, he leaps to the rescue. The girl tells him a magical crystal once kept the land safe and beautiful, but since a phantom stole it, her village had gone to wrack and ruin.

Squeaky-clean (and squeaky-voiced) Mickey volunteers to explore 14 fantasy-filled levels, finding keys and gems to open doors to following sections.

Mickey's armed with deadly weapons — his butt cheeks! But when he's not bum-bouncing enemies, he's crushing them under rocks. Other items are found and magic objects are awarded by various characters.

This is one of the best MS games of any description. The graphics are colourful, clear and packed with detail. The sound is cute; delightful ditties change from place to place and effects are good.

The levels are as stunning and imaginative as the graphics. Although some are easily conquered, the water level's tackled twice and others require objects such as the cloud-walking boots and superb shrinking potion — the miniaturised Mickey is an amusingly compact and bijou sprite. You won't finish it in a hurry but unlimited continues cut down the difficulty level.

One of the best MS platform games is *Land of Illusion starring Mickey Mouse*. Colourful graphics and responsive controls make this 4 meg cart a joy to play.

We're not taking the Mickey, *Land Of Illusion*'s great. Stunning visuals, snazzy sound, high playability and nice presentation... all the ingredients for a thoroughly entertaining game!

Rating: 92%

LUCKY DIME CAPER
Sega

It's the same basic plot as many of the games we've featured: a friend or loved one of the hero has been kidnapped by some fiend so a rescue mission's launched.

This time the hero's that most irate of Disney characters, Donald Duck, and the distressed parties are Uncle Scrooge's kids, Huey, Louie and Dewey. A slinky brunette, Magica, has taken the mischievous ducklings in the hope of getting their lucky dimes.

Donald starts in an American forest, bashing spiders and bears with his mallet, but later levels take him to arid Mexico, Hawaii, Egypt and chilly Antarctica. Donald can upgrade to a frisbee and gains temporary invulnerability when five stars are collected.

Master System *Lucky Dime Caper* is noticeably harder than its Game Gear counterpart. Even the spiders early in the game are tricky: hit them and they swing offscreen, apparently dead, then they swing back for more.

Donald can only survive two hits and there's no way to regain lost energy, so losing a life is often inevitable. Infinite continues are a boon, but getting to the end of a level so they're any use is a different matter!

The graphics vary. Some levels are bright and busy, others are pretty dull, but Donald links them all, waddling along, his hat ribbon fluttering in the breeze. He loses his temper if you ignore the controls; highly authentic. The tunes are catchy and the effects are quite impressive.

Although *The Lucky Dime Caper*'s tough for a Disney game, it's a lot of fun and many players welcome a challenge. Great graphics, sound and game design have made it a classic.

Rating: 78%



SONIC THE HEDGEHOG
Sega

Many of you will already own this little beauty and most others will know the score, but for the uninitiated, Sonic's blue, fast and the arch-enemy of Doctor Robotnik.

Robotnik's not exactly an animal lover. He's locked innocent, wide-eyed rabbits and birds in small metal cannisters, and sealed others inside death-dealing machines. As the champion of the animals' cause (peace, harmony, eating and breeding), Sonic speeds to the rescue.

Sonic's spin attack smashes machines and frees animals as he runs around multi-level stages, bouncing off springboards and steaming around loops. But his most famous task is collected rings — the more the merrier. He drops some when he's hit but that's better than losing a life!

The spiky little mammal's first adventure is a corker. This is Sega's baby and other manufacturers would give their right arm for the rights to it — it's not hard to see why.

The visuals are stunning, almost on par with the Mega Drive original. Sprites are cool — sharply designed and detailed — and equally colourful backdrops scroll smoothly and swiftly. The sound's packed with lighthearted ditties and catchy tunes.

Playing *Sonic*'s as easy as falling off a log but making significant progress is another matter. It's instantly playable and soon becomes addictive. The level layouts are different to the MD but it's just as good a game.

The only thing stopping this cart from getting full marks is the fact it's a little too easy. Having said that, *Sonic The Hedgehog*'s so playable it'll always amuse you, however many times you complete it. Go get Robotnik!

Rating: 92%

NINJA GAIDEN
Sega

Ryu Hayabusa is the latest in a long line of Dragon Ninjas. Unfortunately, his martial arts skills often take him away from his village, and the last time he returned home to see his family and friends, they were all, er, rather corpse-like.

A lone survivor told him a band of villains ransacked the village and murdered its inhabitants. Worse, they stole the Bushido, an ancient scroll which can give its owner the power to control the world (what nonsense!). Ryu vows to take back the scroll and deliver vengeance (sounds like a mix-up at the sorting office).

Ryu's death-dealing begins in a forest, where he scales trees, avoids spiked pits and dodges bad ninjas' throwing stars. Defeating an end-of-level sumo, later stages take place against the Tokyo skyline, in a cave, across a frozen landscape and at a temple.

Lesser Bushido scrolls restore energy and give weapons, but its the controls and your use of them which make this game. Ryu moves like a well-oiled machine and responds quickly. Small but detailed sprites are urged through moody backgrounds by startlingly realistic sounds.

Some obstacles look impossible to overcome but the right combination of jumps and flips wins the day. The controls work a treat.

Varied levels and tough villains add up to a major challenge you won't give up on. *Ninja Gaiden*'s enough to satisfy even those who've tired of the platform genre.

Rating: 90%



The only hope for the free world lies with Ninja Gaiden. Use your ninja sword and throwing stars to hit bad guys.

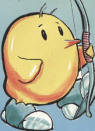
NEW ZEALAND STORY
TecMagik

Antipodean angst as New Zealand native, Tiki the Kiwi, loses his friends to Wally the Walrus. Worse, his beloved fluff-bundle, Fifi, is among the imprisoned birdies. What's Tiki to do but grab bow and arrow and hunt blubber?

Teddy bears, shellfish and monkeys block the kiwi's path but his bow makes short work of them. Tiki travels by balloon, hover platform, snorkel and duck when not hopping and fluttering, and collects power-up weapons and fruit.

You may have played the *New Zealand Story* coin-op a few years ago. If you liked it, you should love this, because it's a spot-on conversion. Sprites are detailed and move well; backgrounds are perhaps *too* colourful. The chirpy in-game tune will soon have you whistling!

Tiki's easy to control, likewise for his secondary means of transport, which add to the enjoyment. There are plenty of





Joe the ninja is out to stop an evil gang of thugs from turning Tokyo into a crime-filled city. Can you stop them?

items to gather and secret sections to find.

If you think cute graphics equals easy gameplay, you've got another thing coming. *The New Zealand Story*'s tough — the first level's simple but the others give you a run for your money.

This is a great arcade conversion. Graphics are stunning, the sound is sweet and gameplay's addictive and very challenging. Definitely one for the collection.

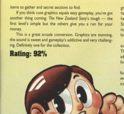
Rating: 92%

graphics are so colourful, Tim thought he was having a flashback to the Sixties — and he wasn't even born in the Sixties! The sprites are sickeningly cute and backdrops are bright and effervescent.

The music is as sweet as sucrose and annoyingly catchy. The gameplay's even more addictive — it had me enthralled for hours.

Rainbow Islands is even more fun than its predecessor, a weird and wonderful platformer with graphics so colourful they verge on the psychedelic. If this isn't in your collection, buy it now.

Rating: 91%





Sonic 2 is the sequel to the most popular console game of all time. The spikey one faces a tougher challenge and more levels all crammed into one whopping 4 meg cartridge. It's the best until Sonic 3 gets here!

RAINBOW ISLANDS
Sega

When Bub and his equally cute dino-bro, Bob, escaped from Baron Von Blubba's prison and broke his spell, they thought their troubles were over. Using cash collected from Blubba's dungeons, they bought the beautiful Rainbow Islands as a home for friends and a haven for tourists.

But Von Blubba's back and his nasty henchsprites are crawling over the islands. Armed with remarkably solid but temporary rainbows, Bub hops up vertical levels, using the 'bows as bridges and somewhat unusual weapons.

The sequel to *Bubble Bobble* is crazy and cute. The

A favourite on home computers, *Rainbow Island* proves to be a challenging platform romp on the MS. Guide Bub on his quest to save his home land.

SONIC 2
Sega

In Sonic 2, our speedy pal has to save Tails the fox from the clutches of the evil Dr. Robotnik.

Sonic The Hedgehog returns — and this time he's got a pal! Er, well, he did... but that no-good Doc Robotnik has kidnapped the two-tailed Miles Prower (aka Tails). It's the blue blur to the rescue!

Sonic 2's emphasis is more on ring collection and exploration than baddy-bashing. The controls are identical to the original's but Sonic can bounce across water, float inside bubbles, hang-glide and trundle along in a mine cart.

All seven Chaos Emeralds have to be found to gain access to the final level, South Island, where Robotnik's holding Tails. But before tubby can be tackled, end-of-level guardians such as a seal, pit creature (similar to the Sarlacc from *Return Of The Jedi*) and robot Sonic must bite the dust.

The first couple of levels are bland and strangely coloured but the graphics which follow are great. Sonic's as detailed and smoothly animated as ever, scrolling's slick and (most) backgrounds are attractive. The Aqua Lake Zone's cool — plenty of watery antics, quality music and a serene colour scheme.

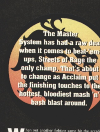
A mass of secret rooms and paths, hang-gliding and mine carting give levels a completely different feel to those of *Sonic The Hedgehog* — unlike those MD owners and their spot-the-difference *Sonics*.

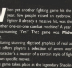
Although not quite as good as its predecessor graphically, *Sonic 2*'s superior gameplay gives it the lead.

Rating: 92%

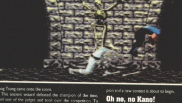
That's the state of play with the top platform games on the MS so far. Stay tuned to SEGA MASTER FORCE for the full lowdown on future 8 bit releases!

MORTAL





The Master System has had a raw deal when it comes to beat-'em-ups, Streets of Rage the only champ. That's about to change as Acclaim put the finishing touches to the hottest, bloodiest mash 'n' bash blast around.



Based on the No.1 arcade hit, *Mortal Kombat* features incredible digitised fighting action. Choose from six warriors and battle your way to become tournament champion. Fight!

When yet another fighting game hit the arcades last year, few people raised an eyebrow. With *Street Fighter II* already a massive hit, was there any need for another one-on-one combat machine! A year later, everyone's screaming 'Yes!' That game was **Midway**'s *Mortal Kombat*.

Featuring stunning digitised graphics of real actors, *Mortal Kombat* offers players a selection of seven world warriors. Each character's a master of a certain style of fighting and has their own specific moves.

The game takes place at the legendary Shaolin martial arts tournament where combatants battle each other until only one is left standing. The tournament has been held for hundreds of years and was an honourable event until the evil Shang Tsung came onto the scene.

This ancient wizard defeated the champion of the time, killed one of the judges and took over the competition. To secure his position, Tsung brought a half-dragon creature, Goro, to our world from another dimension. Now, 500 years later, Goro's still the reigning champion and a new contest is about to begin.



Oh no, no Kano!

Probe Software have developed the Master System version for **Acclaim** and it's due for release on September 13th, Mortal Monday, the same time as every other format.

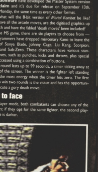
So what will the 8-bit version of *Mortal Kombat* be like? Will it have all the arcade moves, are the digitised graphics up to scratch and have the fabled 'death moves' been included?

In the MS game, there are six players to choose from — the programmers have dropped mercenary Kano to leave the choice of Sonya Blade, Johnny Cage, Liu Kang, Scorpion, Rayden and Sub-Zero. These characters have various standard moves, such as punches, kicks and throws, plus special moves accessed using a combination of buttons.

Each round lasts up to 99 seconds, a timer ticking away at the top of the screen. The winner is the fighter left standing or with the most energy when the timer hits zero. The first fighter to win two rounds is the victor and has the opportunity to execute a gory death move.

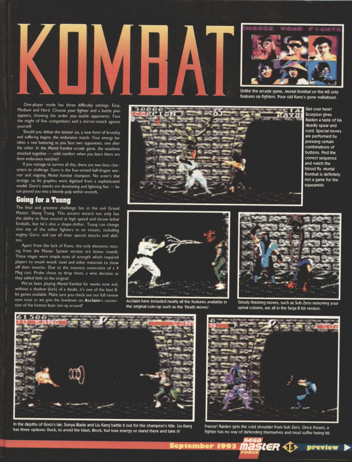
Face to face

In two-player mode, both combatants can choose any of the characters; if they opt for the same fighter, the second player's sprite is darker.



Fighters have a variety of standard attacks open to them as well as special moves. Blocking is also possible.

KOMBAT



Unlike the arcade game, *Mortal Kombat* on the MS only features six fighters. Poor old Kano's gone walkabout.

One-player mode has three difficulty settings: Easy, Medium and Hard. Choose your fighter and a battle plan appears, showing the order you tackle opponents. Face the might of five competitors and a mirror-match against yourself.

Should you defeat the sinister six, a new form of brutality and suffering begins: the endurance match. Your energy bar takes a real battering as you face two opponents, one after the other. In the *Mortal Kombat* arcade game, the assailants attacked together — cold comfort when you learn there are *three* endurance matches!

If you manage to survive all this, there are two boss characters to challenge. Goro is the four-armed half-dragon warrior and reigning *Mortal Kombat* champion. No actor's *that* strange, so his graphics were digitised from a sophisticated model. Goro's attacks are devastating and lightning fast — he can pound you into a bloody pulp within seconds.

Going for a Tsung

The final and greatest challenge lies in the evil Grand Master, Shang Tsung. This ancient wizard not only has the ability to float around at high speed and throw lethal fireballs, but he's also a shape-shifter. Tsung can change into *any* of the other fighters in an instant, including mighty Goro, and use all their special attacks and abilities.

Apart from the lack of Kano, the only elements missing from the Master System version are bonus rounds. These stages were simple tests of strength which required players to smash wood, steel and other materials to show off their muscles. Due to the memory constraints of a 4 Meg cart, Probe chose to drop them, a wise decision as they added little to the original.

We've been playing *Mortal Kombat* for weeks now and, without a shadow (kick) of a doubt, it's one of the best 8-bit games available. Make sure you check out our full review next issue as we *give* the lowdown on **Acclaim**'s conversion of the hottest beat-'em-up around!

Get over here! Scorpion gives Raiden a taste of his deadly spear and cord. Special moves are performed by pressing certain combinations of buttons. Find the correct sequence and watch the blood fly. Mortal Kombat is definitely not a game for the squeamish.

Acclaim have included nearly all the features available in the original coin-op such as the 'Death Moves'.

Grissly finishing moves, such as Sub Zero removing your spinal column, are all in the Sega 8 bit version.

In the depths of Goro's lair, Sonya Blade and Liu Kang battle it out for the champion's title. Liu Kang has three options: Duck, to avoid the blast, Block, but lose energy or stand there and take it!

Freeze! Raiden gets the cold shoulder from Sub Zero. Once frozen, a fighter has no way of defending themselves and must suffer being hit.

BATTLE PLAN

Becoming Mortal Kombat champion isn't easy! First of all face five of the toughest fighters in the world plus a mirror image of yourself. Then there are three endurance matches to survive before tackling the last two bosses, Goro and Shang Tsung.

SHANG TSUNG

GORO

ENDURO 3

ENDURO 2

ENDURO 1

MIRROR MATCH

SONYA

SUB ZERO

RAYDEN

SCORPION

LIU KANG





LIU KANG

Age: 24
Height: 5' 10"
Weight: 185lb
Eyes: Brown
Legal Status: Citizen of the Peoples' Republic of China
Birthplace: Honan Province, China
Occupation: Fisherman, former member of the Lotus Society. Left to represent the Shaolin in the tournament

Liu Kang uses Fireballs and Flying Kicks.

JOHNNY CAGE

Age: 29
Height: 6' 1"
Weight: 200lb
Eyes: Blue
Legal Status: US citizen
Birthplace: California
Occupation: Hollywood actor who uses his martial arts skills on the screen

Green Fireball: Let fly with a lethal ball of energy-sapping fire. Keeps enemies at bay.

Shadow Kick: Use when enemies walk toward you. Johnny Cage slides across the screen.

SUB-ZERO

Age: 32
Height: 6' 2"
Weight: 210lb
Eyes: Brown
Legal Status: None, but lives in China
Birthplace: Unknown
Occupation: Member of the Lin Kuei, a rare clan of Chinese Assassins

Ice Blast: Freezes your opponents but if used twice, causes an ice backfire.



Slide Kick: Useful for sliding under fireball or weapon attacks and tripping enemies.




Spear and Cord: Latch onto opponents then reel 'em in for an uppercut!
SCORPION
Age: 32
Height: 6' 2"
Weight: 210lb
Eyes: Variable
Legal Status: Reincarnated spectre
Birthplace: In former life, Scorpion-Hell
Occupation: Lost soul with an unholy vengeance for rival ninja, Sub-Zero
Block: All seven characters have the ability to defend themselves from severe attacks.
Teleport Punch: Use this attack to move swiftly across the screen.
REIGNING CHAMPION
GORO
Age: 2000
Height: 8' 2"
Weight: 550lb
Eyes: Red
Legal Status: Prince of the Kuatan Outworld
Birthplace: Kuatan, fourth plane of Shokan
Occupation: Ruler supreme of Shokan's armies, current reigning tournament champion
SONYA BLADE
Age: 26
Height: 5' 10"
Weight: 140lb
Eyes: Blue
Legal Status: US citizen
Birthplace: Texas
Occupation: Lieutenant in the US army, member of an elite para-military police force, ambushed while pursuing Kano
Leg Grab: Pick up an enemy with your legs and slam 'em into the ground.
Force Wave: A blast of energy rings guaranteed to sap a fighter's power.
Flying Air Punch: Useful for knocking enemies out of the air.
RAYDEN
Age: Eternal
Height: 7'
Weight: 350lb
Eyes: None
Legal Status: Deity — does not apply
Birthplace: None
Occupation: The legendary thunder god has taken human form to compete in the tournament
Torpedo Push: Raiden knocks opponents to the floor by flying across the screen.
Teleport: Vanish quickly and reappear behind a suprised enemy.
Lightning Blast: A shocking bolt of energy can be flung at your foes.
That's your lot for this month, folks. Next month we'll not only be bringing you a complete Mortal Kombat review but there'll also be the indispensible SEGA MASTER FORCE fighter's guide. Prepare for Kombat!
September 1993 SEGA MASTER FORCE 17 preview

Superheroes are in fashion again. Last issue Batman returned, now we have another DC Comics lycra lout, The Flash. Should you rush off to buy it or stop in and clean the kitchen?



Central City's in trouble and only the Flash can save it! Guide the scarlet speedster through six tough stages and stop the mischievious Trickster.

THE FLASH

Welcome to Central City, a mid-America metropolis tourists should avoid. Plagued by violence, poverty and poor policing, it's one of the most criminally-populated areas of the United States.

But these aren't the only factors which make Central City different. The police are aided by a mysterious masked vigilante, know as The Flash. Like a crimson bolt of lightning, the Scarlet Speedster seemingly appears from nowhere to save the city.

Unknown to Central City's population in general, and the cops in particular, The Flash is, in fact, police scientist Barry Allen. While working in his laboratory during a violent storm, Barry was struck by a bolt of lightning. Stumbling backwards, he fell into a cabinet of chemicals and passed out. When he came to, Barry found he'd gained the ability of super-speed.

Barry Allen walks on water

After witnessing the death of his brother at the hands of thugs, he vowed to use his new-found powers to battle crime. With the aid of Star Labs' scientist, Tina McGee, he constructed a special red costume to cut down friction at high speeds. Tina monitors Barry as he races round the city, keeping criminals at bay.

The *Flash* game features two of the Scarlet Speedster's toughest foes: The Trickster and The Trachmann. The diabolical duo have formed an alliance in order to loot Central City and destroy The Flash, once and for all.

Using The Flash's powers, race round Central City and intercept the madmen before they complete their plans. The Flash's speed powers enable him to dodge bullets, run on water and even up walls.

While standing still, The Flash can vibrate his body and destroy nearby enemies or blocks containing special items. These items include food (for energy), extra lives and continues. Power-up gadgets include magnetic field protection units, which create an energy shield around The Flash, and whirlwinds, capable of transforming the Scarlet Speedster into a human tornado.

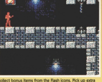
Time of his life

Each of six levels is divided into two sub-sections. At the end of the first two levels, The Flash goes up against the Trickstermobile. Throwing Flash icons and dodging flames, he must disable the car before it crashes into him.

Time is always against The Flash; a clock ticks away at the bottom of the screen. Find extra time items and complete the level before the clock hits zero.

Lose all lives and The Flash is given the opportunity to continue — but only if he's collected a continue icon during the game. If he has, he starts at the beginning of the level or from a restart point, if he found one before he died.

Can you halt the rampage of The Trickster and The Trachmann? Only The Flash has the power to do it. Get ready — it's time to start running! MF



Collect bonus items from the Flash icons. Pick up extra energy, timers, food and continues for later levels.



Sometimes the way to reach items is hidden so run around to find secret entrances.

Tim yelps... *'GREAT CART'*

When I first heard of this game, I thought it was going to be about a dirty old man in a macintosh. I was much relieved to find *The Flash* is based on the super-fast superhero of the same name.

I was pleasantly surprised by the graphics; they really are impressive. The backdrops are colourful and imaginative and animation's damn good — at first I thought I was playing a 16-bit game!

Gameplay's fast and furious but very similar, in places, to a certain hedgehog-based game. *The Flash* has high lastability because it's blinkin' hard to crack. I have to admit, it took me some time to get past the first level. The controls are generally simple but some manoeuvres get more complex as the game goes on.

To sum up, *The Flash* is a great cartridge, the visuals are brilliant and the gameplay's very challenging yet still addictive. However, originality is not one of its strong points.

TIM 89%



Leap into the jaws of doom and the Flash loses energy. Long jumps are accomplished by running, leaping then spinning in the air.

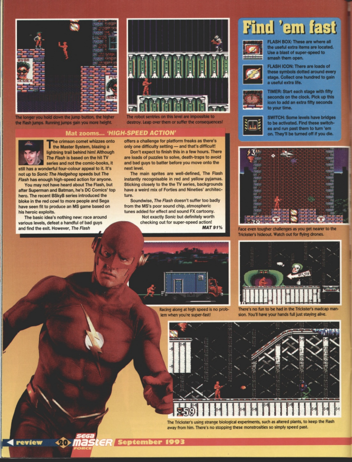
The Trickster's Funhouse stage is packed with wacky gadgets to slow the Flash down. Watch out for glue patches, killer clowns, robotic plants and other nasties.

The Trickster has taken a deserted warehouse and converted it into a lethal death trap. The floating orbs on the right, explode on contact causing loads of damage.

At the end of each level, the Flash tackles the villainous Tricksterrnobile. This strange vehicle is armed with rear-firing cannons and a missile launcher to wipe out meddling super-heroes!

S.T.A.R. Labs are in constant touch with the Flash and supply him with vital information on the Trickster.

Bottle-throwing bad guys and punks are out to make sure the Flash runs no more.



The longer you hold down the jump button, the higher the Flash jumps. Running jumps gain you more height.

The robot sentries on this level are impossible to destroy. Leap over them or suffer the consequences!

Find 'em fast

FLASH BOX: These are where all the useful extra items are located. Use a blast of super-speed to smash them open.

FLASH ICON: There are loads of these symbols dotted around every stage. Collect one hundred to gain a useful extra life.

TIMER: Start each stage with fifty seconds on the clock. Pick up this icon to add an extra fifty seconds to your time.

SWITCH: Some levels have bridges to be activated. Find these switches and run past them to turn 'em on. They'll be turned off if you die.

Mat zooms... *'HIGH-SPEED ACTION'*

The crimson comet whizzes onto the Master System, blazing a lightning trail behind him! Although *The Flash* is based on the hit TV series and not the comic-books, it still has a wonderful four-colour appeal to it. It's not up to *Sonic The Hedgehog* speeds but *The Flash* has enough high-speed action for anyone.

You may not have heard about The Flash, but after Superman and Batman, he's DC Comics' top hero. The recent BSkyB series introduced the bloke in the red cowl to more people and Sega have seen fit to produce an MS game based on his heroic exploits.

The basic idea's nothing new: race around various levels, defeat a handful of bad guys and find the exit. However, *The Flash* offers a challenge for platform freaks as there's only one difficulty setting — and that's *difficult*!

Don't expect to finish this in a few hours. There are loads of puzzles to solve, death-traps to avoid and bad guys to batter before you move onto the next level.

The main sprites are well-defined, The Flash instantly recognisable in red and yellow pyjamas. Sticking closely to the TV series, backgrounds have a weird mix of Forties and Nineties' architecture.

Soundwise, *The Flash* doesn't suffer too badly from the MS's poor sound chip, atmospheric tunes added for effect and sound FX cartoony.

Not exactly *Sonic* but definitely worth checking out for super-speed action!

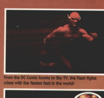
MAT 91%

Face even tougher challenges as you get nearer to the Trickster's hideout. Watch out for flying drones.

Racing along at high speed is no problem when you're super-fast!

There's no fun to be had in the Trickster's madcap mansion. You'll have your hands full just staying alive.

The Trickster's using strange biological experiments, such as altered plants, to keep the Flash away from him. There's no stopping these monstrosities so simply speed past.



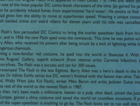
From the DC Comic books to Sky TV, the Flash fights crime with the fastest feet in the world!



The more items the Flash collects on his travels, the more points he scores at the end of each stage.

THE FASTEST MEN ALIVE!





The Flash has been running for over 50 years now but the man behind the red cowl nowadays isn't the same one who sped into the comic-books all those years ago.

Jay Garrick, the original Flash, first appeared in *Flash Comics 1* in 1940 and went on to become one of the most popular DC comic-book characters of the time. Jay gained his powers when he accidently inhaled fumes from experimental 'hard water'. He awoke to find the fumes had given him the ability to move at superhuman speed. Wearing a unique costume, The Flash battled crime and weird villains for eleven years until his title was cancelled in 1951.

The Flash's fans persuaded DC Comics to bring the scarlet speedster back from limbo, however, and in 1956 the new Flash sped onto the newstands. This time he was police scientist Barry Allen, who received his powers after being struck by a bolt of lightning while handling dangerous chemicals.

Donning a now-familiar red costume, he sped into the world in *Showcase 4*. With an impressive Rogues' Gallery, superb artwork (from veteran artist Carmine Infantino) and unique storylines, *The Flash* was a success and ran for 300 issues.

DC revamped The Flash in the late Eighties. Barry Allen met a hero's death in the infamous *Crisis On Infinite Earths* series but DC weren't finished with the fastest man alive. Taking his friend, Wally West (aka Kid Flash), writer Mike Baron and artist Jackson Guice introduced the rest of the world to the newest Flash in 1987.

Since then, he's been made a millionaire, beaten to a pulp, shot dead, joined the Justice League Europe, gained a shiny costume and saved the world on countless occasions. If past success of the super-speedster is anything to go by, The Flash looks set to run well into the next century!



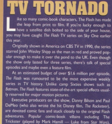
To combat the Tricksternobile, the Flash throws red energy pellets at the car destroying its guns.



Although the Flash is known for his speed, care needs to be taken on some levels. Bottomless pits loom...



In real life, the Flash is in fact Police scientist Barry Allen who's always late!



TV TORNADO

Like so many comic-book characters, The Flash has made the leap from print to film. If you're lucky enough to have a satellite dish bolted to the side of your house, you may have caught *The Flash* TV series on Sky One earlier this year.

Originally shown in America on CBS TV in 1990, the series starred John Wesley Shipp as the man in red and proved popular enough to make it over the pond to the UK. Even though the show only lasted for three series, there's talk of special episodes and maybe even a feature film.

At an estimated budget of over $1.6 million per episode, *The Flash* was rumoured to be the most expensive weekly series in TV history. Unlike camp Sixties shows such as *Batman*, *The Flash* features state-of-the-art special effects usually reserved for major motion pictures.

Executive producers on the show, Danny Bilson and Paul DeMeo (who also wrote the hit Disney film, *The Rocketeer*), are devoted comic fans and stuck closely to the original Flash adventures. Popular comic-book villains including The Trickster (played by Mark Hamill — Luke from *Star Wars*), Captain Cold and Vandal Savage made an appearance, as did new enemies such as The Ghost, The Trachmann and Alpha.

Expect to see The Flash race back onto Sky One later in the year and check out our exclusive competition to win some excellent *Flash* videos just over the page!





MF Rating
THE FLASH

Score	Category
84	Graphics
59	Sound
74	Playability
89	Lastability

A fast-paced platform game with a high challenge setting. Fun for a few weeks

90

SEGA
£29.99

Out: NOW
☎ 071 373 3000

GIVE US A FLASH!



Win a Flash video and a year's supply of Flash comics in our ultra-exclusive SEGA MASTER FORCE competition!

Sega are due to release *The Flash* on the Master System in the autumn and it looks like being a massive hit! To tie in with the launch of this red-hot cartridge, we've linked up with entertainment giants **Warner Home Video** to bring you another EXCLUSIVE competition.

Warner Home Video have given us three copies of the double feature *Flash 2 & 3*, which has recently been released for sale in the shops. We're giving you the chance to win one of these action-packed, super-speedy vids *plus* a year's supply of the *Flash* comic. That's right, one of the three winners will also receive 12 regular issues, courtesy of **Nowhere Comics** in Walsall (0922 643352).

All you have to do is answer the following question:

What is the secret identity of the TV Flash!

a. Barry Sheen
b. Keith Allen
c. Barry Allen

Answers on a postcard, sealed-down envelope or bolt of lightning to **Who's that Flash git?, SEGA MASTER FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.** Make sure they get here by **August 19th.**

The first correct entry drawn out of Mat's lycra body-stocking will get a video and the next 12 issues of *The Flash* comic; a further two winners will each receive a video. Let us know if you do not wish to receive mailings from other companies.

CALIFORNIA GAMES 2

The Games series has graced/haunted (delete as applicable) home computers for around eight years; now the Master System gets a second bite at the California cherry. Will SEGA MASTER FORCE be snow-bowled over or bodybored?

If you fancy a cheap holiday in California and have a taste for daredevil antics, the stylish sports on offer here could well be of interest. Yes, you could pull off stunts that would make the average Joe pee his pants, so pack your shades and suntan lotion and prepare to compete in the California Games.

There are a mere four events to practice and compete in: half-pipe skateboarding, bodyboarding, hang-gliding and snow bowl.

If you're ready for some 'wheely good' action (ho ho), hop onto a skateboard and hit the half-pipe. If you mastered the event in the original *California Games*, don't feel diddled: rather than rolling from side to side in an ordinary half-pipe, you skate along a winding concrete gutter. You can perform hand plants, ollies, boardslides and, if you gather enough speed, complete revolutions around the tunnel sections.

Snow joke

If you're a beach bum, you might like to hit the water — and three-storey waves on your bodyboard. Once you've paddled into a big wave, you can perform great aquatic moves including barrels, rolls, 'off the lips' and spins.

To glide like a seagull or swoop like a hawk, strap yourself under hang-glider and throw yourself off a large cliff. Catch the thermals to stay aloft and swoop to collect tokens floating on the sea.

Finally, there's the snow bowl. You first guide a helicopter to drop your snow-boarder near a mountain peak then work your way to the bottom, avoiding trees, boulders and big gaping crevices (that's enough of that! —Ed). You eventually reach the snow bowl, where half-pipe moves are performed.

This is a one-player, 8 Meg cart crammed with action. If you fancy life in the fast lane, just cruise the highways to California.

Ride that wave, pardner! As in real life, bodyboarding takes you to the edge...then over it.

Snowboard down the side of an impossibly steep mountain to reach the beach and big bonus points.

Cor, you can see a naked woman from up here!

Tim wails... 'VERY LITTLE WILL APPEAL HERE!'

What a poor excuse for a Master System game! The thing is, I found myself playing again and again because watching the puny graphics, especially the hang-glider plummeting over the edge of the cliff, is an ace laugh! It shouldn't be — but it is!

I'm quite shocked to discover the programmers behind *California Games 2* are Probe. They've produced some corking titles in the past (ie, *Alien 3*) and are bringing *Mortal Kombat* to the Master System. They must have rushed *California Games* through, hoping no one would notice.

For a sports game, there's no sense of speed or competition. The skateboarding's slow and hang-gliding takes ages to get used to. For the bodyboarding, I just pressed down and [1] to score loads of points and the snow bowl's an absolute joke. I appeared to jump over some objects yet still flew ass-over-elbow!

Presentation's pretty poor, with only an options screen and a pic of a bloke stroking his knee every time you fail an event. Sound is incredibly weak, with a half-hearted tinkly tune at the start of the game, a few swooshing noises to indicate waves and board against terra firma in the snow bowl.

There's very little to appeal here. I wouldn't even recommend *California Games 2* to sports fans, that's how bad it is.

TIM 32%

MF Rating

California Games 2

Score	Category
16	Graphics
19	Sound
29	Playability
30	Lastability

Poor multi-sport cart. Lousy graphics, poor sound, pathetic playability and only four events

32

SEGA
£29.99

Out: Now
☎ 071 373 3000



Barry Sheen eat your heart out! GP Rider takes you round the toughest motorcycle tracks in the world.

GP RIDER

You know the saying, two wheels are better than four. It's an old proverb Sega are hoping to prove with this release, which gets a head start by virtue of an impressive split-screen two-player option.

At last you can experience the thrills and the spills of Grand Prix motorbike racing — without leaving the comfort of your favourite armchair, you lazy dog!

GP Rider's a one or two-player cart viewed from the usual racing game perspective of behind and slightly above the player. A split-screen gives the luxury of independent displays when racing against a friend.

Since you'll be speeding around tracks from all over the world in all sorts of weather conditions, it's advisable to modify your motorbike to suit each race. You always have the choice of manual or automatic gear boxes (high or low), while the Grand Prix option also offers a lean, medium or thirsty engine and wet or dry tires.

Crawl over the world

There are three playing modes in all: Arcade, Tournament and Grand Prix. Arcade is the simple 'pick up and play' game. Select a track and, six laps later, bask in glory or wallow in defeat.

Tournament mode takes more time and effort. You enter a championship and tackle up to 15 courses in countries such as Austria, Holland, Japan and Italy. Points are awarded for the top riders in each race and accumulated scores determine final placings.

When you and your bike are in perfect harmony, go for the full Grand Prix. It's similar to Tournament but all 15 tracks must be tackled. This massive challenge is eased by the added choice of engine, gears and tires. The options enable you to customise your bike so you're riding a real mean machine.

There's plenty here for hot motorbike racing fans, so strap on your helmet, pull on your boots and get on ya bike.

Take part in the qualifying round to secure your placing in the main race. Start too far back and you're in trouble.

In both one and two-player modes, GP Rider has some stunning graphical effects. Obstacles flash past at high speed and so do other riders.

Tim moans... 'GAMEPLAYS SERIOUSLY LACKING'

Motorbike racing sims are rare on the Master System. If they're all as bad as this one, I can see why!

The graphics are pretty basic. Your rider's drawn well but crashes are rather feeble — I want buckled metal, bits dropping off, explosions! The sound's pathetic, too.

There's no background music, just the roar of the engine as your bike goes around in circles. I say 'roar' but it's more of a hum — your high-powered mean machine sounds like a lawnmower.

Now for the gameplay, and as you may have already guessed, I was *not* impressed. The tracks aren't gruelling, just tedious. If I wanted to ride aimlessly round and round, I'd sit on the turntable of my stereo.

Overall, *GP Rider*'s quite a poor effort, I'm afraid. The graphics are basic, the sound's diabolical and gameplay's seriously lacking. If you want to play a decent bike game, you're better off playing the relevant sections of *Out Run Europa*. Come on, Sega, you can turn out better games than this.

TIM 39%



Mat gripes... 'NAFF RACING'

When it comes to reviewing games in SEGA MASTER FORCE, we try and give our honest opinion at all times. If a new game's similar to another, we'll compare and contrast to the two carts.

Here we have *GP Rider* and what do we have to compare it with? Flop all! That's right, there's a serious lack of MS racing games. If it's car action you're after, a handful of games are available. However, if cycles get your motor running — forget it.

GP Rider tries its best to be a high-speed, white-knuckle ride but it's about as thrilling as watching paint dry. Race along repetitive tracks, cope with unresponsive controls and try to pretend your movements are having an important affect on the races' results.

To Sega's credit, they've crammed as much into this 2 Meg cart as possible. It's presented in a similar way to the Mega Drive hit, *Road Rash 2*, but even with a neat split-screen two-player game, *GP Rider* falls flat.

The graphics are nothing to shout about, title music's average and playability leaves a lot to be desired. For speedy thrills and spills, you're better off on four wheels with *Super Monaco Grand Prix 2*.

MAT 56%

Racing round tracks at breakneck speeds calls for lightning reflexes and quick thinking. Keep an eye on road signs passing by to see which way the track will twist and turn next. Steer too late and end up using your face as a brake!

The bike set-up screen enables players to alter parts of their machines. Tyres may be swapped for driving in either wet or dry weather. The bike's gears are available in both automatic and manual. Select what you want and start the race.

The selection of two types of gears allows each player to customise their bikes. Automatic gears are handled by the computer and manual requires you to control them.

Wait for the lights to change to green before burning rubber. Hold down button [2] to accelerate.

Keep an eye on your speed when taking corners. Use your brakes to reduce the chance of a crash.

At the start of each track the computer displays relevant information such as the state of the weather, the shape of the track and how long it lasts for.

Finish each race in the top three and you're guaranteed a place in the next race. The winner's podium awaits!

The game is set in various countries, but the scenery stays the same. Weird!

MF Rating
GP Rider

52	Graphics
12	Sound
36	Playability
32	Lastability

A half-hearted effort. If you're after a two-wheel racer, try before buying

48

SEGA
£29.99

Out: Now
☎ 071 373 3000

Sega World Tournament Golf gives you the chance to play as a professional golfing champ. Select your favourite course, club, number of holes and various other options for a realistic game on the green.

A wealth of options enables players to play exactly the type of game that they wish to.

WORLD TOURNA

The gentle sport of golf has been responsible for cult games such as Leaderboard and PGA Tour. Now Sega hope to carve a notch on the number one wood with their in-depth sim.

The summer's here and that means sunny days, hay fever, ridiculous baggy shorts and more sporting activities than you can shake a big stick at! Forget tennis, though, put football to one side and steer well clear of cricket 'cos there's a tough game that requires real skill to play: golf.

Golf's for true professionals and Sega have recreated all the fun of the open green with their latest sporting offering, *World Tournament Golf*. If you've ever fancied yourself as Jack Nicklaus or, er... one of those other famous golfing types, this could be the cart for you.

The features are mind-boggling! Select your favourite course, clubs, the type of competition you want to take part in, the number of holes to complete and much more.

Up to four players may compete at once, each competitor's name entered letter by letter for that personal touch. The action's viewed from above as your golfer attempts to get the pesky ball into the hole in as few shots as possible.

Pulling a stroke

Use the joypad to move a marker which indicates the direction the ball will be hit. A swing-o-meter shows the strength of your stroke and how much snap is applied (to veer the ball left or right).

Obstacles to avoid include trees, sand bunkers and water holes. Hitting these not only slows you down or wastes a stroke, there's a chance you'll lose the ball.

A trajectory window's used to determine the correct club. These range from four woods to five irons and from putters to sand wedges. Use the right club for the job, the right aim and amount of snap, and the course is as good as won.

Get ready to pull on your tartan trousers, spiked shoes and smart cap 'cos this summer's gonna be a Sega swinger! MF

Start a course and you're shown such information as the number of holes, distance to pin and distance from tee.

Tim says... 'ENTERTAINING'

I've just had my tee and now I'm going out clubbing. I'm not painting the town red (unfortunately), I'm playing golf. Yawn. Actually, *Sega World Tournament Golf* isn't a bad cart, but felt a little bogged down with all the fiddly options. These may be necessary to improve performance but I was messing around for five minutes before I started playing.

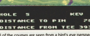
Despite this niggle, *SWT Golf*'s quite entertaining — I was surprised to find myself mildly addicted because sports sims aren't usually my cup of tea. There are three skill levels but if you're an inexperienced little putter like myself, stick to novice mode.

The graphics and sound are a little disappointing. The course is just one big mass of greenery with the occasional sand pit and the hole's difficult to spot. Sound-wise there's little on offer: the music's sparse and effects are average.

World Tournament Golf's gameplay is impressive but Sega should've used more imagination when it came to graphics and sound.

TIM 69%





All of the courses are seen from a bird's eye perspective. Each green has its own obstacles to tackle such as trees, sand bunkers and water.



When playing a course, use the power bar at the bottom of the screen to determine how strong your swing is. Once you've set the power press button 2 to activate the snap bar. The right kind of shot depends on the snap used.

The scorecard shows your current score as well as the yards covered, hole being played for and more.

Compete against other players and complete each course to receive your score on the medal board.

AMENT GOLF

Mat grins... *'ONLY THE CADDY'S MISSING!'*

I'm not really one for sports games and golf sims are the bane of my life, but *Sega World Tournament Golf*'s pretty neat.

For a start, there are enough options to keep a whole team of golfers occupied for a month! In some games, too many options can make things confusing, but they're essential for golf. It's a pain for beginners who just want to get to the game but once you've played a few rounds, you find the options make it a lot better to play.

As far as graphics go, *World Tournament Golf*'s fairly average, but clever touches (such as the ball perspective it flies through the air) gloss over the fact there's not much to see.

The best point is the four-player option. Grab your mates for a thrilling competition and this golf game really takes off.

World Tournament Golf could do with improved graphics and sound but it's still one of the best sporting games available for the MS.

MAT 86%

Kids love water but golfers don't! Steer clear of the blue stuff folks.

MF Rating

World Tournament Golf

66	Graphics
48	Sound
75	Playability
81	Lastability

A realistic golfing simulation with long-lasting appeal thanks to the multiple-player option

78

SEGA
£29.99

Out: TBA
☎ 071 373 3000

By moving the joypad from left to right, players are able to guide the white cross around the green. This is the direction that the ball travels in. The rectangular screen at the bottom of the picture shows the view toward the cursor.



Poor old Kevin. Not only have his parents gone and left him home alone while they swan off on their holidays, but there's a pair of bumbling burglars out to get him! Kevin's not afraid though. Armed to the teeth with useful objects, this tiny terror has a mission to complete: stop the burglars before they rob all the houses in the neighbourhood.



HOME ALO

Some people deserve to be home alone: John 'U-turn 'cos I want to' Major, the multi-talented Timmy Mallet, anyone who still plays Trivial Pursuit and that long-haired fop, Pat Sharp. But none are as inventive as little Kevin.



Home Alone was the movie which boosted Macaulay Culkin to international stardom — it certainly has a lot to answer for! The game of the video of the film first hit Mega Drive, then the Game Gear (as reviewed in last issue's G-FORCE supplement). Now it's finally on our favourite console.

Kevin's parents have gone on their hols and accidently (ha!) left him behind. Little does he know that two burglars plan to rob the entire neighbourhood — and his house is first on their agenda.

In case you haven't twigged yet, you take the place of the little brat and have to stop the hoods from nicking the neighbourhood's possessions.

On each level, you collect a certain amount of valuables from homes and gardens. You only need one to complete the first few levels, but the number increases as the game continues.

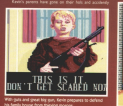
Burglars, bonuses and burgers

On your way, goodies such as hamburgers and cakes give bonus points. Later levels involve various household implements which are combined to make weapons. These don't inflict unspeakable damage on your assailants but stall them for a few seconds.

Be careful not to run out of time — you haven't got a lot of it! — but above all, avoid the burglars. If you're caught, you lose one of just three lives, and there aren't many continues. However, three skill levels (Easy, Normal and Hard) should please both novices and expert gamesplayers.

If you collect all the valuables, put them in a safe and keep the burglars at bay long enough, the police arrive and drag the villains away. But if they throttle your scrawny little neck or time runs out before you bag all the goodies, your parents may as well not come home.

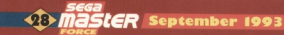
From left to right: Home Alone's hero, Kevin, Harry the brains behind the burglars and dim-witted Marv.



With guts and great big gun, Kevin prepares to defend his family house from thieving morons.



Guide Kevin around each house, finding a certain number of valuables as you go. Take all of the items to the safe whilst avoiding Harry and Marv. If either of them catches you, Kevin loses a life. There are three continues to use up.

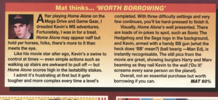


The red and white objects are in fact springs. Use them to bounce up to higher levels.

Kevin makes a dash to avoid getting nabbed by Marv. Collect the cakes and other food for extra energy.

It looks like Harry and Marv are going to be enjoying a very merry Christmas this year! Fail to stop the two goons from ransacking the neighbourhood and they make off with thousands of dollars in stolen goods. If this happens, you're not gonna be popular with your parents, the neighbour's the police or anyone so don't mess up kid.

ONe



Mat thinks... *'WORTH BORROWING'*

After playing *Home Alone* on the Mega Drive and Game Gear, I dreaded Kevin's MS adventures. Fortunately, I was in for a treat. *Home Alone* may appear naff but hold yer horses, folks, there's more to it than meets the eye.

Like his movie star alter ego, Kevin's a swine to control at times — even simple actions such as walking up stairs are awkward to pull off — but *Home Alone* scores high in the lastability stakes.

I admit it's frustrating at first but it gets tougher and more complex every time a level's completed. With three difficulty settings and very few continues, you'll be hard-pressed to finish it.

Visually, *Home Alone*'s well presented. There are loads of in-jokes to spot, such as Sonic The Hedgehog and the Sega logo in the background, and Kevin, armed with a handy BB gun (what the heck does 'BB' mean?) (ball bearig —Man Ed), is instantly recognisable. The still pics from the movie are great, showing burglars Harry and Marv beaming as the nail Kevin to the wall ('Do it!' screams every sane person on the planet).

Overall, not an essential purchase but worth borrowing if you can. **MAT 60%**

Kevin has got good reason to smile. *Home Alone* is the third highest grossing film ever, raking in a massive $282 million worldwide!



The purple door beneath Kevin may be used to hide behind if one of the burglars is coming your way.

Keep an eye on your time when tackling a room. If it reaches zero, the bad guys get all the goodies.



You did it! Complete each level before the time runs out and you'll receive a massive bonus.

Some houses have many floors and only with practice will you learn the location of objects.



Let him have it! Kevin's armed with a handy BB gun useful for teaching criminals the error of their ways. Although it's no use in the first few levels, once you find the ammunition, start balsting those bad guys. A good tactic is to ambush them then leap past them.

The safe's located in a different place in each house. Place the objects in the safe before the burglars get 'em.

© BSKYB 1993

Kevin's Kollectibles

Ammunition: Find this item as soon as you can. Kevin needs these pellets for his BB gun and shooting the burglars.

Cup Cake: If Kevin gets hit by a dog or another roaming obstacle he loses energy. Collect food to increase your vitality.

Dog: Some of the houses are patrolled by these watchdogs. Unfortunately they think you you're a trespasser too!

Ring: What kind of an idiot leaves priceless jewelry lying around? Harry and Marv have their eyes on these trinkets.

Vase: Yet another valuable onject that needs to be returned to the safe. Find 'em before Harry and Marv do.

Explore each house fully to find the location of objects, the burglars and the safe.

Take out Harry and Marv with a well-aimed shot from your trusty BB gun. That'll teach 'em!

Tim advises... 'STICK WITH IT'

At first glance, *Home Alone* looks brilliant. The graphics in the introduction sequences look just like the characters from the film and the main sprite's crisp and clear as he makes his way through loads of colourful rooms in various houses. The main theme's catchy and effects are pretty cool. Now, I'm afraid, comes the slagging off...

For the first few levels, gameplay's dreadfully basic. All you have to do is grab the valuables and bung them in the safe before time runs out, which can become incredibly boring. But if you stick with it till about the eighth level, you get the chance to pick up weapons and bash your assailants.

My other gripe concerns the controls. Although there's only jump and walk, I found it difficult to walk up stairs, and if you jump incorrectly, you drop down a floor. This is a real pain when you've so little time to complete the level.

Although samey levels and pernickety controls got on my goat at first, *Home Alone*'s a pretty jazzy cart when you get the hang of it. Not a bad effort.

TIM 62%

It's that damn dog again! Keep your distance from any furry creatures.

MF Rating

Home Alone

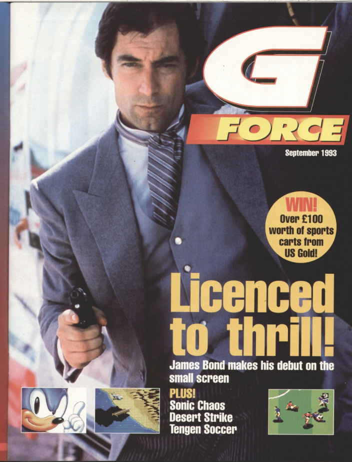
90	Graphics
90	Sound
61	Playability
69	Lastability

'Tis a shame the gameplay's poor —the graphics are brilliant and the sound's nothing to be scoffed at

61

SEGA
£29.99

Out: Now
☎ 071 373 3000


G FORCE
September 1993
WIN!
Over £100 worth of sports carts from US Gold!
Licenced to thrill!
James Bond makes his debut on the small screen
PLUS!
Sonic Chaos
Desert Strike
Tengen Soccer

competition

Sports Gear



Pic: Rex Features

WIN OVER £100 WORTH OF SPORTING GAME GEAR CARTS FROM U.S. GOLD

Is your Game Gear looking tired and unfit? Knock it into shape with this fabulous selection of four US Gold sports carts, all Top Ten chart material. First off the starting blocks is *Olympic Gold*, the official video game for the 1992 Summer Olympics. Compete in seven gruelling events: 100m sprint, hammer-throwing, archery, 100m hurdles, pole vault, springboard diving and freestyle swimming. There's a practice option and three levels of competition. With great graphics and a real competitive feel, *Olympic Gold*'s the best handheld sports game around.

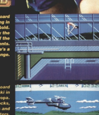
Super Kick Off is an absolute classic. Containing all the moves and features of a real footie match, you can play in a single, cup or league game and even rise to the dizzy heights of international level. A staggering array of options allow you to change the pitch, referee, players and kit. If you're football crazy, you'd be crazy NOT to get Game Gear *Super Kick Off*.

You need your wits about you to play *OutRun Europa*. As hunky special agent Simeon Kurtz, race across Europe in a last-ditch attempt to recover a set of top secret documents stolen along with your Ferrari F-40. This ain't no holiday as you zoom across England, France, Spain, Italy, Austria and Germany on a motorbike and jet-ski, then take control of a speedboat, Porsche and Ferrari. A nice variety in gameplay, speed and plenty of action make *OutRun Europa* a winner of a cart.

Time for tee

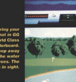
Slightly more sedate but *just* as competitive is GG *World Class Leaderboard*. Play at St Andrews, the Doral Country Club, Cypress Creek or The Gauntlet. Would-be Nick Faldos experience life on the world's top class courses, negotiating the rough, bunkers, trees and water.

Choose your clubs, practice your shots and keep an eye on wind speed and direction. Three difficulty levels, game statistics, overhead views of each hole and sampled speech make *World Class Leaderboard* an essential GG game for any golfing buff's collection.



Springboard diving in Olympic Gold. Possibly the trickiest of the seven events. The game's a real challenge.

Climb aboard the jetski in OutRun Europa. Dodge rocks, boats and helicopters. Action's fast and furious.



Preparing your shot in GG World Class Leaderboard. Keep away from the water and trees. The hole's in sight.

All you have to do to win the carts is answer the following:

1. In which city would you find US Gold?
   a. London
   b. Birmingham
   c. Glasgow

2. Which city hosted the 1992 Olympic Games?
   a. Moscow
   b. Los Angeles
   c. Barcelona

3. Scotland is home to which of these golf courses?
   a. The Belfry
   b. St Andrews
   c. Pebble Beach

Jot the answers down on a postcard or the back of a sealed-down envelope, along with your name and address. The first entry out of the hat on 30 August receives the carts, a US Gold football and poster. There's a footy and poster for the runner-up. Send your entry to: US Gold Sports Comp, Impact Magazines, Ludlow, Shropshire SY8 1JW.

Please state on your entry if you do not want to receive promotional material from other companies



News & Previews

In this month's G-FORCE we've news on forthcoming UK titles, what's hot 'over the pond' in the USA — including a new GG-only Sonic game — and the latest gizmos for your machine. Plus previews of *James Bond* and *Desert Strike* and a review of *World Cup Soccer*.



Coming to the small screen...

Sega have a great selection of new Game Gear titles for the remainder of the year, many announced at the Chicago CES show.

Here's a list of forthcoming Sega-produced handheld games. The majority don't have an official UK release date or price yet but have a nose at the American dates. Expect UK releases a couple of months later or stay tuned to G-FORCE for official dates.

Title	Date
Deep Duck Trouble	December
Ecco: The Dolphin	October
Jurassic Park	August
NBA: Dave Robinson	November
NFL: Joe Montana	November
Ren and Stimpy	November
Sonic Chaos	November
Streets of Rage II	July
Surf Ninjas	August
World Series Baseball	August
X-Men	December

Surf mania

Surf Ninjas is a new movie set for release in the States this summer. Sega have the rights to produce a game which recreates the movie scenario of ruthless villains, mystical powers and sun, sea and surf. Johnny McQuinn visits the Pacific Islands to claim the throne of his royal bloodline — but the evil Colonel Chi is also after the regal title.

Join Master Simpson in his quest around the globe. Bart vs The World is out on Game Gear around July/August time from Acclaim.

Out for a Duck

Disney fans can expect an all-new, zany, action-filled adventure before the end of the year. *Deep Duck Trouble* casts Donald Duck in the starring role.

While on a far-flung treasure hunt, Uncle Scrooge took a sacred pendant from an ancient statue. Now he's swelling up like a balloon! The pendant's jinxed and to break the curse and save his expanding uncle, Donald travels around the world in an attempt to replace the talisman.

His adventures take him through jungles, valleys and volcanoes to the Lost Island and its mysterious shrine. Donald uses clues from Uncle Scrooge's diary to find keys, maps and other items.

Deep Duck Trouble's out in the States at the end of the summer; we'll let you know when a UK release date looks likely.

Chaotic times ahead for Sonic

Handheld owners are in for a treat — there's a new game starring **Sonic** and **Tails**, *exclusive* to the Game Gear. *Sonic Chaos* continues the adventures of the spiky megastar and his buddy as they battle Robotnik, who's up to his tricks again. This time, he's stolen a rare red Chaos Emerald. Sonic and Tails must foil the egghead's plans to nab more jewels.

The dynamic duo have a double mission: they must see that the five remaining Emeralds don't go walkabout then retrieve the red stone from Robotnik's HQ.

There are two ways to play *Sonic Chaos*: race along as the blue bombshell, or use Tails' brush to get airborne and retrieve items. Expect a host of new zones and Sonic's latest toys — rocket shoes and a pogo stick.

Sonic Chaos reaches American stores in November. If Sega choose a simultaneous worldwide release (à la *Sonic 2*), us UK gamers won't have to wait for Santa to plonk the game into our Chrimbo stockings.

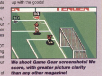
Our new box of tricks

The first G-FORCE startled a considerable number of Game Gear owners. Why? From letters we've received, you handheld nuts can't believe the quality of our Game Gear screenshots.

'You're using Master System screens,' shrieks **Darren Parton** from **Leicester**. 'Your shots are *so* much clearer than those in other mags. What *are* you doing to them?' enquires **Sarah Davies** of **Stoke-on-Trent**.

Well, Darren, we're most definitely NOT 'making do' with MS shots. What we *are* using is a nifty little device that plugs into a modified Game Gear and connects directly to our screen-capturing system.

The images we get are sharper and a hell of a lot more colourful — ours are the best GG screenshots around. Trust G-FORCE to come up with the goods!



We shoot Game Gear screenshots! We score, with greater picture clarity than any other magazine!



Gore on Gear

The Game Gear version of *Mortal Kombat* is nearing completion and those worried the graphics may suffer on the small screen can stop fretting. In its early stages of production, a spokesman for **Acclaim** (the game's publisher) said of the **Sega** versions, 'The game is superb... Even the graphics on the Game Gear version are stunning.' Well, he would say that, wouldn't he?

But we believe him. The versions we've seen so far are eye-popping. *Mortal Kombat* has been programmed by **Probe**, who claim the conversions include every last detail of the coin-op.

There are seven martial arts experts to enter into a two-player game or championship against computer-controlled characters. Each fighter has a range of skills and unique special moves, including the much-talked about 'Death Moves'.

When a character dies in a beat-'em-ups, he simply slumps to the ground or flickers and vanishes. Not incredibly realistic. In *Mortal Kombat*, the opponent may rip off their head, yank their spinal column out or... well, we'd better leave it there — 'tis all too gory for words!

As is the case with all versions of *Mortal Kombat*, the GG game will hit shelves worldwide on Monday, 13 September — 'Mortal Monday'. We warn you now, there's gonna be a whole lorra fightin' goin' on in computer stores.

The price has yet to be confirmed, but we'll have all you need to know next month when we take an in-depth look at the handheld version.

Give it a go, Joe

Scheduled for release by the end of the year is *NFL Football, Starring Joe Montana*, follow-up to the successful *Joe Montana Football*. It's licensed by the National Football League and NFL Player's Association. Play with real teams and players who have their own league, stats and attributes. *NFL Football* has a Gear-to-Gear link option.

Bond's all geared up

Following the success of MS *James Bond: The Duel* (84%, SEGA FORCE 17), Domark are giving the suave and sophisticated hero the opportunity to let rip on Game Gear. Once again, James is chosen to thwart Professor Greypen's plans for world domination.

There are 12 levels in the handheld version, including many of Bond's old arch-enemies, Jaws, Bones and Oddjob. Old 007 also confronts deadly robotic fish, sentry robots, lava balls, plasma spheres, hot water geysers and porthole snipers. To help oust the bad guys, Q's hidden cases around Greypen's island, containing extra lives, grenades and other missiles.

Bond must rescue hostages on each section of the island and successfully complete four missions. For example, on Level One, 007 must save those in distress, locate a bomb, set the timer and get off that section of the island before it explodes.

Action's fast and furious, the graphics look smart and levels scroll both horizontally and vertically. *James Bond: The Duel* is available at the end of July, priced £27.99. Look out for a review in the next issue of G-FORCE.

Above: Stooping to conquer, Bond ducks an evil guard's bullets.

Left: Being able to fire while climbing makes things simpler.



Above: Bond must find hostages aboard an oil tanker.



Cheats on tap

Infinite lives, unlimited energy, unlimited power, extra fuel and ammunition — all these are yours when you tap into the power of the Game Gear *Pro Action Replay* cart from **Datel**. This smart box of tricks has gone down a storm on the Mega Drive and Master System, and now handheld buffs can cheat to their heart's content. Slot a game into the *Pro Action Replay* cart then plug the whole unit into your Game Gear.

The cart's easy to use. Just enter the specific codes for the game you're playing (extra lives, invincibility etc) and away you go. It's as simple as that! A nifty feature of the *Pro Action Replay* is the Infinite Code Generator, which allows players to discover their own cheats.

The cart comes complete with a code book packed with cheats for games like *Lemmings, Sonic 2, Castle Of Illusion* and *Prince Of Persia*, and there's a registration form to join the *Pro Action Replay* Users' Club. Members receive the latest Action Replay news and cheat updates.

The Game Gear *Pro Action Replay Cart* is available now in all good computer and console stockists, priced £39.99. For more information, give **Datel** a ring on (0782) 744 324.

Yakety Yak!

Ever heard of **Ren and Stimpy**? They're two zany characters from the USA who've their own animated series, *The Ren and Stimpy Show*. Now the duo are due to star in their own GG game, set for release in the States this summer and in the UK before Christmas. The hooves of the Great Shaven Yak have been stolen so Ren Hoëk and Stimpson J Cat must recover them. On their travels they encounter a host of perils, including dirt geysers, toads and egg-bombing buzzards. Prepare yourselves for a surreal cartoon adventure.

Carry OK!

The latest Game Gear accessory is on its way from the States. The Deluxe Game Gear Carry-All has been designed for handheld freaks who are always on the move. The durable case lets GG owners organise a wide assortment of carts, and accessories into a single light, compact package.

The main compartment holds the Game Gear itself, Rechargeable Battery Pack, Wide Gear, Car Adaptor, TV Tuner and room for up to 12 carts. There are additional compartments for game instructions and personal items.

The Deluxe Carry-All features a grip handle and removable shoulder strap. Due for release in the USA this summer, a British release looks hopeful shortly after. More news when we get it.

Gaming ahead

Sega continue to dominate the portable game market. They're packaging *Sonic 2* with the GG and are planning to increase the number of new titles from now until Christmas. A further hundred Sega and third party games are planned, plus two new carry-case accessories.

Striking on handheld

It's about time Game Gear owners had a cracking shoot-'em-up/strategy game. The wait is over as **Domark** cram **EA**'s wondrous *Desert Strike* onto Game Gear.

The 8-bit version's being programmed by Domark's in-house console wizards, **The Kremlin**. It's hard to believe, but the guys have squeezed almost every drop of the 16-bit game onto the small screen.

The storyline's identical to that of the MD version. The rotten General Kilbaba is set to dominate another oil-rich state and the Americans are called upon to get rid of him and return prosperity to the people. As a hotshot pilot in the American Air Corp, you fly round the Middle East, battling Kilbaba's dedicated troops.

There are four campaigns to master, each consisting of 27 missions, and three weapons at your disposal: machine guns, Hydras and Hellfire missiles. Not only must you worry about completing each mission, there are frenetic searches for ammo, fuel and armour supplies, too.

Domark have retained the speed of the Mega Drive game — scrolling and helicopter movement are well smart — but gameplay's even tougher. We can't wait to see a finished version.

Game Gear *Desert Strike* should be in the shops around September time. In the meantime, have a butcher's at these screenshots.



If there's any confusion, simply pause the game to view mission data.





Rotor blades vs caterpillar tracks as you take on Kilbaba's forces.



Vast landscapes such as this scroll smoothly around with remarkable speed.

Tengen World Cup Soccer



Is that goalie praying to Mecca? Or just annoyed at conceding a silly goal?

If you follow football, you won't want reminding that our once-great footballing nation is now just a minnow in the realms of world soccer. Can you redress the balance with Tengen's imminent boots 'n' ball release?

The Game Gear's second football cart's geared towards arcade action — you can't foul or control throws, corners and goal kicks to any great extent — but you *can* pass the ball all over the park and whack some mean shots past the goalie!

World Cup Soccer presents three game types: exhibition, World Cup and two-player match (via the Gear-to-Gear cable). Options alter the difficulty level and match time.

Choose your team's colour, its members, subs and tactics. There are four team formations and a squad of 15 players, whose skills are increased by spending experience points following a successful match.

Buttons pass and shoot when you've got the ball and tackle when you haven't. To pass, run near the intended receiver and press the button. To shoot, just press the button within sight of goal, otherwise a stronger pass is made. Headers and overhead kicks are performed by striking the ball at the right angle in the air.

If the scores are level at full-time, you go into a penalty shoot-out. These really get the adrenalin pumping and it's *so* frustrating to lose a World Cup Final on penalties.

Still, you've remembered that password so you can restart the match, can't you? Oh well, it's only four years till you get another chance! ■

WARREN 78%

What a tangled web these software houses weave: Sega sandwiched the words *World Cup* between *Tecmo* and *'93* for the MS release, but now Domark have the rights for Game Gear and MD versions under the banner of *Tengen World Cup Soccer*.

Although the GG's basically a handy-sized MS, many people forget it has a faster processor. The speedier graphics and sharper control response dramatically increase playability; it's still an unsophisticated game design but fun with it.

Although only a couple of dozen pixels high, the footballer sprites are lifelike and move well. The pitch is pretty dull — what can you do with a slab of grass and a few white lines? — but it scrolls smoothly and keeps up with the ball. Realistic sound effects put the big match atmosphere into your hands.

If you haven't bought *Kick Off* yet, you owe it to yourself to try both games before buying a football cart.

PAUL 80%

Correct me if I'm wrong, but didn't this appear on the Master System as *Tecmo World Cup '93*? It's improved since then — I gave the MS version a battering but enjoyed this one. Perhaps it's because it's been tarted up with fab digitised graphics and sound, and gameplay seems to flow faster.

Passing and shooting's the same and you can only score by letting rip with a 20-yard blaster outside the box, but more skill's involved. At times I forgot about the shallow controls and became very excited — especially when I came back from 2–0 down to win the World Cup. The end sequence is brilliant and digitised pictures show what the GG can do.

Tengen World Cup is nowhere near as engrossing as *Super Kick Off* but if you prefer arcade-style sports, I recommend you give this a whirl.

Tengen World Cup Soccer

Tengen
£27.99

85	Graphics
79	Sound
65	Playability
74	Lastability

79

Not quite in the same league as *Super Kick Off* but a definite contender for the cup

Out: Now

☎ 081 780 2222



WIN AGASSI'S JACKET & GAME!

Exclusive!

Exclusive denim jacket, signed copy of Andre Agassi Tennis plus three bum-bags must be won!

Summer and the memories of Wimbledon, bad sunburn and your favourite tennis stars prancing around in whiter-than-white whites are waning. To keep fond thoughts alive, **TecMagik** have enlisted the help of tennis champ **Andre Agassi** to produce a top-notch sports sim.

We reviewed *Andre Agassi Tennis* on the Master System last issue and it scored a respectable 67%. Being the picky gamesplayers that you are, you're bound to be looking for only the best MS games on the market, so *Andre Agassi* should be right up your practice court.

De name and de denim

But why fork out your hard-earned pennies when you could win an autographed copy all of your own? Yep, we've joined forces with **TecMagik** to present an EXCLUSIVE competition.

Up for grabs is an ultra-rare Andre Agassi/TecMagik denim jacket, a copy of Master System *Andre Agassi Tennis* signed by the man himself, and three runners-up prizes of an ordinary *Agassi Tennis* cart and a smart bum-bag. Blinkin' flip!

So what brain-straining, mind-warping puzzler of a question do you have to answer in order to win one of these awesome prizes?

It couldn't be easier…

Who knocked Andre Agassi out of this year's Wimbledon?

The first correct entry to reach us earns the sender a dandy denim jacket, a signed copy of the game plus a nifty bum-bag. Send your answers to on a postcard or sealed-down envelope, make sure Mr Postman gets it to us by **19 August** and you could win one of our truly smashin' prizes!

Whisk your entries to: **Oi, Stop Making That Racket!, SEGA MASTER FORCE , Impact Magazines, Ludlow, Shropshire SY8 1JW**.

Please state if you do not wish to receive promotional material from other companies.

BEAT THE SYSTEM



Phew! The first issue's behind us and what have we got to look forward to? Issue 2, that's what! Just wait and see what I've got for you this month! There's the players' guide to Batman Returns, the all-new Action Replay column, as well as our usual array of mini-tips for all your favourite games. And don't forget to keep sending in your tips and maps. There's a £50 first prize for the best tip of the month plus various other goodies for anything half-decent. Send all your stuff to Paz at: BEAT THE SYSTEM, SEGA MASTER FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. And now, prepare to join me on a tip trip to paradise as we turn the page and try to BEAT THE SYSTEM!



TIPS INDEX

BEAT THE SYSTEM, SEGA MASTER FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. You could walk away in one of our posh new T-shirts!

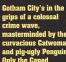
BATMAN RETURNS

Players' Guide

If you have a top tip for us, send it to BEAT THE SYSTEM, Impact Magazines, Ludlow, Shropshire SY8 1JW and you too could win £50! This months prize winner is Alan Harber. Cheers mate and keep those tips rolling in.

£50 WINNER!

Gotham City's in the grips of a colossal crime wave, masterminded by the curvacious Catwoman and pig-ugly Penguin. Only the Caped Crusader and Boy Wonder — er, make that Paz and Alan Harber — can restore peace and order.



STAGE 1

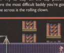


STAGE 1: Route 1

Easy-peasy. Keep moving right, killing everyone you meet. The only baddies you may have trouble with are the rolling clowns, who can only be killed when they stand up.

There are numerous pick-ups, but watch out for the Batarang power-up, found on the top level.

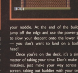
After you've destroyed the truck, the action continues as before, but exploding clowns hang around the top of lamp-posts so tread carefully when you're on the lower level. Try to stay on the top platforms, where the most difficult baddy you're gonna come across is the rolling clown.





Part 2: Watch out for the bomb-throwing girlie at the base of the stairs. Take her out with a well-placed Batarang from a safe distance then use the platforms and your grappling hook to get up to the top, avoiding the gun-toting clown on the upper-left platform.

Move along the top ledge so the bomber doesn't have chance to drop a bomb on your noddle. At the end of the building, jump off the edge and use the power-glide to slow your descent onto the lower level — you don't want to land on a baddy's head!



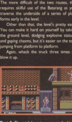
Once you're on the deck, it's a simple matter of taking your time. Don't make silly mistakes, just make your way across the screen, taking out baddies with your trusty Batarang.

STAGE 1: Route 2

The more difficult of the two routes, this requires skilful use of the Batarang as you traverse the underside of a series of platforms early in the level.

Other than that, the level's pretty easy. You can make it hard on yourself by taking the ground level, dodging explosive statues and gaping chasms, but it's easier on the top, jumping from platform to platform.

Again, whack the truck three times to blow it up.

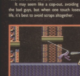




Part 2: The trick here is to get to the highest platform then waste anyone who gets near. You need to use your grappling hook on a couple of occasions to get onto the necessary platforms.

The rest of the level's pretty easy to negotiate. Just keep on the lamp-posts and top platforms then use a super-glide to reach the end of the level.

It may seem like a cop-out, avoiding all the bad guys, but when one touch loses a life, it's best to avoid scraps altogether.

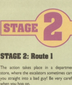




Fire-breather

Halitosis-head is a cinch to beat, as long as you've got his routine sussed. His first attack takes the form of flames from his mouth, then he breathes out a spiralling jet of fire, and finally a column of flame sweeps the floor.

Hit him after each attack and make sure you're out of range for the first two attacks and ready to jump the last one. Get this down to a fine art and he's history.



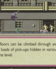
STAGE 2: Route 1

The action takes place in a department store, where the escalators sometimes carry you straight into a bad guy! Be very careful when you hop on.



Villains pop out of every doorway so approach each level with caution. Use your Batarang as soon as you see a door open and stick to the ceilings as much as possible.





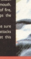
Thin floors can be climbed through and there are loads of pick-ups hidden in various parts of the level.

Part 2: More of the same! There's a quick way to complete the level: go to the far-left of the level and climb up through the floors.

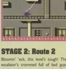
If you're no good with the grappling hook, take the long way around, which involves virtually every floor in the building (but you get to pick up all the bonuses!).













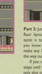


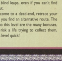
STAGE 2: Route 2

Bloomin' 'eck, this level's tough! The first escalator's crammed full of bad guys, but that's nothing compared to the nifty grappling hook work you need to get through the stage.

This route's laid out in the same style as the first, except every floor bursts into flames! The best bet's to climb to the top and work your way across to the right.

The exit's located on the lower floors, which means you have to climb down through the inferno. Take care when you drop through the floors or you may land in a fire pit!

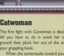


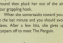


Part 2: Just as tough as part one, except the floor layout's all over the place? The best tactic is to take your time and make sure you know where you're jumping — don't make any blind leaps, even if you can't find the way out.

If you come to a dead-end, retrace your steps until you find an alternative route. The only plus to this level are the many bonuses, but don't risk a life trying to collect them, get off this level quick!







Catwoman

The first fight with Catwoman is dead easy. All you have to do is avoid her on the ground then pluck her out of the air with your grappling hook.

When she somersaults toward you, jump at the last minute and you should avoid her claws. After a few hits, she gives up and scarpers off to meet The Penguin.

STAGE 3: Route I

Ah, back to the easy life. This route's a cinch throughout, a nice solid floor beneath you.

Get down to the lower levels and watch out for the baddies. When you reach the scaffold-like section, make sure you don't walk underneath yellow baddies, as they have a nasty habit of dropping bombs on your head!

At the end of the first section, a selection of baddies guard the exit. Whack 'em with the Batarang before they get the chance to have a pop at you.

Part 2: Slightly more tricky. Virtually all the scaffold has crumbling floors and many of the small platforms have baddies on them. Again, use the grappling hook to make steady progress.

When you get near the end of the level, you come to a building. Work your way down the platforms and keep an eye out for the Bat-bonuses — there are loads of them and they're quite easy to collect, as long as you kill the baddies first.

STAGE 3: Route 2

The layout's similar to the first route, except the floor's missing on the building sections. You've got to be hot on the grappling hook, as you need to climb under platforms for long periods.

To compensate, the scaffold sections are easy. Just remember to keep your distance from flame-throwers and don't walk under baddies — chances are they'll jump down on you!

The only difficult part is the building, where there are no floors, just posts to be grappled. You can't stand on them so you have to keep moving from post to post, making sure your hook's on target. If you miss, you'll pass another two posts — miss them and a life's lost!

There's more scaffold then a building with three power-ups on top — make sure you collect them.

Part 2: As tough as the first part. Work your way to the top of the building then across the window box-like structures to a section similar to the earlier post section.

Only the first four posts have solid floor beneath them, after that falls are fatal! Try climbing to the ceiling on the safe section then swinging across by repeatedly pressing button [2]. Conquer the post section and it's plain sailing to the end.

STAGE 3

Stone Giant

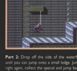
You've had it easy up till now! This monolithic beast's tough. Hitting him's easy but dodging the boulders he throws is another matter.

The best bet's to whack him with your Batarang then run to the back of the screen. The boulders react to inertia; when they drop, the gap between them widens. Jump just before the boulder clouts you and you should clear it.

Repeat this process and the giant will be on his way back to the quarry in no time!

STAGE 5

Easy as pie. Go right and jump over the two women, then right a bit more and jump over the two men. Jump onto the ledge with the black door.



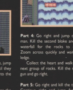
Part 2: Drop off the side of the waterfall until you can jump onto a small ledge. Jump right again, collect the special and jump back left. Move to the edge of the ledge and jump to kill the women with Batarangs.

Now this takes some practice. Throw your grappling hook up to the ledge above. Swing from side to side, making sure the length of the hook allows you to land in between two ledges when you go left. Jump off when you're about three-quarters of the way to the left.



When you eventually reach a ledge, jump right, leaping from ledge to ledge, until they disappear. Now jump right and glide to the next round.

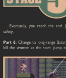
Part 3: Easy. Go right and jump over the two men who roll themselves into a ball. Kill the woman with the powerful Batarang and jump to the black door.



Part 4: Go right and jump over the first man. Kill the second bloke and wait at the waterfall for the rocks to come down. Zoom across quickly and wait on the red ledge.

Collect the heart and walk along to the next group of rocks. Kill the man with the gun and go right.

Part 5: Go right and kill the three women. Continue right and jump from stone to stone before they fall.



STAGE 5

Eventually, you reach the end. Jump to safety.

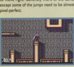
Part 6: Change to long-range Batarang and kill the women at the start. Jump onto the



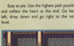


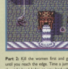
STAGE 4: Route 1

Get as high as possible and use the fountains to move right. Generally more of the same, except some of the jumps need to be almost pixel-perfect.



Easy as pie. Use the highest path possible and collect the heart at the end. Go back left, drop down and go right to the next level.





Part 2: Kill the women first and go right until you reach the edge. Time a jump onto the right-hand ledge so you land when the water's just passed then jump straight onto the next ledge. Collect the energy heart and kill the women with a Batarang.

Time a jump as before and collect another heart. Jump up one floor, go left and dodge more fountain water. Go left until you reach the edge then time your jump so you catch the next face of the fountain with the hook. Jump across straight away and move left.

Go up one ledge and continue right, this time jumping on top of the fountains. Keep going right and you should make it.

STAGE 4: Route 2

Move to the edge of the waterfall and jump up one level. Time your jump so you miss the water and land when the man on the platform moves away. Kill him before he fires.



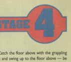
Jump up a floor and jump on top of the fountain's face. Time a jump to the ledge on the right and kill the gunman. Jump right, avoiding the water and hitting the bat to collect energy.

Jump onto another face on the right so you catch it with the rope. Quickly swing right and move right until you come to the end of the pipe. Drop down and kill the two tall men.



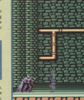
When you get to the end of the pipe, change to Batarangs and jump and shoot the man. Go right and drop down off the edge. Immediately kill the man at the bottom and slowly move right. Keep on your guard and you'll get to…

Part 2: Move right and jump to the next ledge, avoiding the water. Go right, killing anyone in your path, until you can go no further.



Catch the floor above with the grappling hook and swing up to the floor above — be careful not to hit the water fountain behind. Go left until you reach the end of the pipe below and a man on a waterfall's face. Use the Batarang then jump to the top.

Go right until you meet another man on top of a fountain. Kill him and jump to where he stood — while in mid-air, hit the bat icon. Move right to safety.



Catwoman

Hard but the same as when you met her in Stage 2, except she throws knives straight down — hide in the bottom-left or right corner. This time she takes about twice as many hits.

square ledge on the right. Jump again. Leap as far to the right as you can and land on the platform.

Go right and jump from ledge to ledge until the ledges vanish. Jump onto one of the moving platforms and go right until you're on solid ground.

Collect the heart and go right. You're onto the big boss.



AFTER THE PENGUIN'S DEFEAT
AT BATMAN'S HANDS-PEACE
RETURNS TO GOTHAM CITY.

The Penguin

First stand in the bottom left-hand corner and get close. Jump and hit him about six times. He should change.

Stand in the centre and throw your grappling hook straight up. Duck and this time he trots to one corner. You should go to the opposite corner. Repeat about ten times.

Now use as many special moves as you can and go to the bottom left-hand corner. When he rolls, hit him once. Avoid the missiles and repeat the process.

It takes time to get things right, but eventually you'll send The Penguin waddling to a watery grave!



TIPS

ALEX KIDD IN MIRACLE WORLD

He may be new but he knows his stuff! Our very own **Kevin Bailey** takes you through one of the best-loved games on the MS. Take it away, Kev!

Level 1:

If you punch the first two question mark boxes, the third one's an extra life.

Level 2:

Don't buy the motorbike unless you've already mastered it. Instead activate the power bracelet, go into the shop and buy the ring and Invisibility.

Against Stonehead, choose stone and scissors.

Level 3:

The first question mark is an extra life. When you get to the octopus, activate Invisibility and kill it.

On top of the octopus bowl, press Down to go into a secret room. Keep going right and up and collect as much money as you can. Collect the life at the end of the level.

Level 4:

This is probably the easiest level. Just get as much money as you can and go.

Level 5:

Collect as much money as you can in the helicopter. If you get hit when you're in the 'copter, you fall in the water but can swim across the top.

Level 6:

Buy the helicopter from the shop and the capsule marked 'A'. If you've enough money left over, buy the extra life.

Once you have completed this level, keep punching the bull using button [1]. When the bull's dead, an old man appears. Read what he has to say.

Level 7:

Activate the power bracelet. The first question mark box is a ring. When you see the mind reader stone, punch the top of the screen and walk right to collect it.

The next question mark is a ghost. Hit it and go quickly right or the ghost kills you. The next box is a life, then a ring.

For Scissorhead, choose scissors and paper.

GHOST HOUSE

Keep jumping on the arrows and you turn a funny colour. 'Some use!' you all cry. Ah, but this colour makes you invincible! Smart, eh!

Level 8:

Buy the cane — it enables you to fly briefly in a later level. If you've used the 'A' capsules, activate the power bracelet.

The first question mark's a ghost but the second's a life.

Level 9:

Collect money with the speed boat. If you get hit, you can swim to keep on top, as in Level 5.

Level 10:

Buy everything in the shop then use the helicopter. Avoid the lightning at all costs — one hit and you lose the helicopter. Also watch the flying flames.

Against Paperhead choose stone and scissors.

Level 11:

In the castle go right, up, up, right, right and get the life, then left, down, right, up, right, up. Free your brother by punching the fish and wave boxes.

Now go down, left, down, left, up and get the letter. Go down, down, right, right, up for Stonehead. Choose paper and paper, hit his head three times and he's dead.

SONIC THE HEDGEHOG

It's been brought to my attention that certain readers are unsure or unfamiliar with the *Sonic 2* level-select and are confused by other cheats. All this is about to stop, 'cos from now on, there's a regular section devoted to Sonic tips, so if you're new to either the MS or any of the Sonic games, this is the place to watch out for!

Sonic 2 level-select

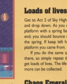
Plug a joypad into port two and turn on your machine. When the Sega logo appears press diagonal Up-Left and hold down both buttons. Keep them held down until Sonic and Tails appear inside the circle.

Now plug your controller into port one and press button [1]. Keep it held and go past the Sonic sign. A list of levels should appear so go ahead and choose one!

Loads of lives

Get to Act 2 of Sky High Zone. From the start, walk right and drop down. As you drop, push left and you land on a platform with a spring facing left. Run left and spin off the end; you should bounce off the extra-life box and land on the spring. If keep left held down, you land back on the platform you came from.

If you do the same again, you find the extra life's still there, so simply repeat this as many times as you wish to get loads of lives. The life counter only goes up to nine but more can be collected.



Chaos Emeralds

Underground Zone, Act 2: The Chaos Emerald's on the far right of the top level. To cross the gap between the mine cart and the far platform, stay in the cart after it leaves the track. When it starts to drop, jump out to the right you should reach a stepped platform. Run along it to find a Chaos Emerald!

Sky High Zone, Act 2: To reach the gem, hang-glide at the top of the screen — don't fly too high or you'll lose your hang-glider. The wind blows twice; the second time, drop down a touch and stay at that height. The wind blows you up for the last time and you can get the crystal.

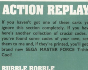
Aqua Lake Zone, Act 2: In the second set of maze-like tunnels, keep your finger on the left of the D-pad and you eventually come to the crystal. If you then re-enter the tunnel and don't press anything, you land in a room. Go left for an extra life.

Green Hill Zone, Act 2: Jump across the big pit near the end of the level and land on top of the platform with two springs on it. Jump on the springs and press Right to land on a hill. The crystal's waiting for you on the right.

Gimmick Mountain Zone, Act 2: When you reach two conveyor belts, go along them and head up the slope, then kill the Burrowbot. Stand at the top of the slope and jump left. Go up the flywheels, and on the second, spin to the right. You should land by the Chaos stone.

Scrambled Egg Zone: To gain entrance to the final level, kill the silver Sonic. If you haven't got all the crystals you won't be able to play the last stage proper, which takes place in the Crystal Egg itself…

ACTION REPLAY

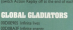


If you haven't got one of these carts yet, ignore this section completely. If you have, here's another collection of crucial codes. If you've found some codes of your own, send them to me and, if they're printed, you'll get a brand new SEGA MASTER FORCE T-shirt. Cool!

BUBBLE BOBBLE

00CEB703 Infinite lives
00DB000X Replace X with a number for level-select (switch Action Replay off at the end of each level)

GLOBAL GLADIATORS

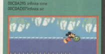


00D0E905 Infinite lives
00D0BA3F Infinite energy



LAND OF ILLUSION

00C09902 Infinite energy
00C09F03 Infinite tries
00C0A295 Infinite time
00C0AD07 Infinite air



SUPER SPACE INVADERS

00C2EE03 Infinite lives
00C2F003 Infinite energy



BUBBLE BOBBLE

Even the bounciest, bubbliest dragons have a hard time reaching later levels. Enter the password 9SSCLNN3 for Level 200.

ALEX KIDD IN MIRACLE WORLD continued:

Level 12:

Buy the life and anything you've used before.

For Scissorhead, choose stone and stone. He's probably the hardest guardian so be careful when you hit him.

Level 13:

This is hard so try to stay at the top if possible.

Level 14:

Collect the slab and go.

Level 15:

Easy! You can activate the bracelet but it isn't necessary — the question mark box is a power bracelet.

For Paperhead, choose stone and scissors. Go past him to the right and hit the head three times.

Level 16:

Go right, down, down, right, down, left, right, right, down, right, right, right. Make an exit at the top, slide through and get the boxes (one is the power bracelet, the other's a ghost). Go up and right.

You're in a room with two blocks which seem impossible to get. Punch the right wall and a bridging brick appears; one block's a life, the other's a bracelet. Go left, up, left, up, left, up, punch the fish box and quickly run to the exit on the left.

Go up, right, down, right, activate the flying cane and take the top route. Activate the 'B' capsule, punch the brick and go down to meet Janken the Great.

Choose paper and paper then walk up to him but watch for the water which spurts out of his mouth. Jump and punch his horn a couple of times to kill him. Collect the stone he drops, go up and across to the lady. Read what she says then go to the hamburger.

Last level:

Collect any money kill the frog and go down, walk over the boxes in this order: sun, waves, moon, star, sun, moon, waves, fish, star fish. If you make a mistake, walk over sun, waves and moon.

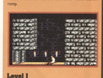
Jump over the spikes but be careful, it's very hard. Collect the crown and you've conquered Miracle World.

Continue:

If you die, hold up and press [2] eight times when the Game Over screen appears. If you had 400 coins or more on your demise, you continue the game.

PRINCE OF PERSIA

G Hyde from Birstall in Leicestershire has discovered some secret rooms in Domark's Middle-Eastern romp.



Level 1

Jump over the first set of spikes, touch the door switch and knock the roof down. Climb up and run left to find a blue potion.

Level 3

When you see the skeleton sleeping, climb up to the platform on your right and run right until you find a potion.

Level 11

Kill the guard by the guillotine and stand over his body. Press Up to knock the roof down.

Run left until you come to a dead end. Stand by the wall and allow yourself to fall (by means of a loose platform). You should land on a ledge with a green





THE CONSUMER ELECTRONICS SHOW
OLYMPIA 16–20 SEPTEMBER

IT TAKES AGES TO REACH THE END.

Check this out!

LIVE '93, The Consumer Electronics Show, is going to be the biggest thing to hit planet earth in years.

A million cubic metres of hi-fi, TV, video, home computers, in-car stereos, cameras, camcorders, telecoms, cable and satellite equipment.

And games. More games, consoles and systems than you've ever seen. In fact, the biggest free games gallery in the UK designed and built just for you. Visit Impact's Forcefield Plaza for all the latest games, hints and cheats – and take part in their National Games Challenge.

Mega or what?

But there's more. Live TV and radio broadcasts, live music on stage, celebrity appearances, Home Cinema, the BT Times Tunnel, TV walls, masterclasses, competitions – you name it.

Believe us. It takes ages to reach the end.

Tickets cost £7 or £16 for two adults and three children (if you're under 16, you need to be accompanied by an adult).

Call the **LIVE '93** Hotline on **071-373 8141**.



Tickets cost £7 each or £16 for a family of two adults and three children. (If you're under 16, you need to be accompanied by an adult.)

CART TOPPERS



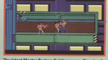
Virgin GAMES CENTRE

Number 1

TOP 20 UK MASTER SYSTEM GAMES CHART

We've got a treat for you folks this issue! Take a good look at the chart on the right. Land of Illusion's still top dog at the moment but for how long? Guess what the number one game will be next issue and **you** could win a SEGA MASTER FORCE t-shirt. Send your entries to the usual address and keep your fingers crossed...

Come on, if you think you're 'ard enough! Crashing in at number three is *WWF Steel Cage Challenge*.



The latest Master System fighting game, *Streets of Rage*, blasts it's way into the top ten at number five.

Pos	Move	Title	Publisher
1	➤	Land Of Illusion	Sega
2	▲	Tecmo Cup Soccer	Sega
3	NE	WWF Steel Cage Challenge	Acclaim
4	▲	Global Gladiators	Virgin
5	NE	Streets Of Rage	Sega
6	▼	Taz-Mania	Sega
7	▼	Transbot	Sega
8	➤	Ninja	Sega
9	▼	Sonic 2	Sega
10	▼	Lemmings	Sega
11	▲	Batman Returns	Sega
12	▲	Rainbow Islands	Sega
13	▼	Super Kick Off	US Gold
14	▲	Castle Of Illusion	Sega
15	▼	Tom & Jerry	Sega
16	▼	World Class Leaderboard	US Gold
17	▼	New Zealand Story	TecMagik
18	▲	Prince Of Persia	Domark
19	▼	Asterix	Sega
20	▼	Speedball 2	Virgin



GUTTER GOSSIP

Flippin' typical! You book your summer holiday in February, hand over your hard-earned dosh, then a month before you go, the travel agent informs you someone's building a bloomin' multi-storey car park next to your hotel! Instead of a bucket and spade, they give you a hard hat and a pick axe...

Yep, you guessed it, I've just come back off me hols. Not an enjoyable experience. Spent four-and-a-half hours at the airport before I even flew out! What's there to do at those places apart from buy socks and attempt to break into shrink-wrapped sandwiches?

The hotel was great. Nice room. The walls were so thin, I could hear next door's bath tap dripping. I had to put up with a candlewick bed spread and this pedal bin thingy they had the audacity to call a toilet.

Don't believe what you read in the brochures: what they call 'an indoor swimming pool' *could* turn out to be a damp wardrobe and 'breakfast in bed' is more than likely a duvet full of Digestive biscuit crumbs left by the previous holiday-makers.

Anyway — I'm back! It's raining and there's a sack full of letters waiting by my desk, just the way I like it! They've told me to mention the prize for the sender of the **BEST LETTER** and **BEST PICCY** I receive each ish. Not that I think you deserve anything, mind, but a **SEGA MASTER FORCE** T-shirt's better then a clip round the ear'ole with a wrestler's braces, I suppose.

So, send your witterings and arty scribblings to: **GUTTER SNIPE, SEGA MASTER FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.** Anyone seen the baby lotion? Me suntan's peeling...

Desert Island Carts

Dear Gutter Snipe
Please put more Game Gear reviews in this magazine — oh, and answer these questions:

Are *Desert Strike*, *Moonwalker* and *Toejam & Earl* coming out on the Game Gear? What are your five favourite GG games? Are there going to be any wrestling games on the Game Gear?
Andrew Preston, Ixworth, Suffolk

Whinge! Whinge! Whinge! For you, Andrew, and other Game Gear owners, there's G-FORCE. The reviews you see in *there* are the latest Game Gear titles we're allowed to cover. If the software houses concerned tell us we can't review them, we feature news items or previews. If it's coming out, it's in G-FORCE. So — stop your moaning!

Game Gear *Desert Strike* is due out in September, *Moonwalker* and *Toejam & Earl* aren't planned for the Game Gear.

If I was plonked on a desert island, only to be told I'd be there for 40 days and nights with nothing more than a bri-nylon cardigan, a stretch-Lycra leotard and a copy of *Bunty*, I'd take my Game Gear and my Top Five carts, which are: *Prince Of Persia, Land Of Illusion, Super Kick Off, Sonic 2* and *Global Gladiators*.

Acclaim are the ones for wrestling games — *WWF: Steel Cage Challenge* is their next sporting release. Now be off with you!

Molly Sugden's on the blower. Could be news of my starring role in a new rib-tickling sitcom...

Beat the System

STAR LETTER

Dear Gutter Snipe
I own a Master System and feel it's about time to say a big 'thank you' to companies like **US Gold**, **Virgin**, **TecMagik** and **Domark**. If it wasn't for the bods at these software houses, us Master System owners would have to put up with the sub-standard MS games **Sega** churn out from time to time.

I just wonder why companies like Virgin carry on producing 8-bit games, while others, such as **Electronic Arts**, prefer not to touch the machine. Any ideas?
Chris Whitehouse, Gateshead

Basically, Chris, I think companies like TecMagik and US Gold realise there are a hell of a lot of folk out there who own Master Systems and Game Gears. There's *still* a market for 8-bit products and, if time and care is taken over them, the games *can* be excellent. Look at Domark's *Prince Of Persia*, TecMagik's *New Zealand Story*, they were 16-bit quality games.

I reckon some companies feel there isn't money to be made in 8-bit software. Electronic Arts produce many of their console games in the United States, where the Master System's dead.

Anyway, Chris, I liked your question. I'm sending you a SEGA MASTER FORCE T-shirt — congratulations!

Hmm... what's going on 'ere eggsactly? Tom Percival from Bishop's Gate, Shropshire, shows no taste at all with his wacky pic of Dizzy.

New look MS?

Dear Gutter Snipe
My son read somewhere that there was a new, streamlined NES console coming from the States. Can we then assume Sega are going to give their 8-bit machine a face-lift?
Jean Thomson (Mrs), St Albans

Your dear son is correct, Mrs Thomson, Nintendo are indeed giving their 8-bit machine a sexier image. Sega, on the other hand, only have plastic surgery planned for the Mega Drive and Mega-CD.

The Master System has already changed its guise in the past. The original MS was a red/orange colour, with a reset button. It was a bit longer than the house brick we've come to know and love.

Spot on

Dear Gut
I like the look of MD *Cool Spot*. Are **Virgin Games** planning to release a Master System version? Are **Codemasters** planning to release any of the **Dizzy** games on 8-bit?

Finally, why is your name never included in the credits at the back of the mag? I reckon you work the hardest out of all of them.
Michael Tomkiss, Chester

Hurrah! Good news all round, Mike. Virgin Games *are* producing a version of *Cool Spot* for the Master System. It's due out later this year.

Codemasters tell us Dizzy the Egg *will* appear on Master System and you can be sure SEGA MASTER FORCE will be first with the news when it breaks. Codemasters are also producing an 8-bit version of their smart racing game, *Micro Machines*.

At last, someone shows appreciation for the work I do. I slog my guts out for this lot and what do I get — a Jammy Dodger and a kick up the bum! I dunno *why* I'm not included in the credits column (it's actually called 'the masthead'. See, you learn something new every time you read my bits).

Many folk believe I don't exist. Some have the cheek to say I'm Ade from SEGA FORCE MEGA! Well let me tell you now, I don't wear waistcoats, I haven't got a girlie haircut and I DON'T like the Pet Shop Boys — so nah!

Fishy goings on

Dear Gutter Snipe
I've got a Game Gear and, for the last couple of weeks, I've been itching to know whether any of the following will appear on handheld: *Populous, Populous 2, Sim City, Streets Of Rage 2, Street Fighter II, John Madden '92, Asterix, Speedball 2, Robocod, Ecco: The Dolphin.*

I don't know whether to buy *Sonic 2* or *Streets Of Rage*. Which one's best?
Matthew Dunford, Frome, Somerset

What d'ya think I am, Matthew, a walking release schedule? You gamers are an inquisitive lot, but you're channelling your curiosity in the wrong direction. You should be finding out about DNA, how the steam train was invented and which came first — nuclear war or duffle coats.

Let's take the games you mentioned in the order they came. No plans at present for Game Gear versions of *Populous* or *Populous 2*. *Sim City*'s also a no-no. *Streets Of Rage 2*, on the other hand, is being released towards the end of the summer.

Now way, José, with *Street Fighter II*. *John Madden '92*, *Asterix* and *Speedball 2* aren't down on my list.

Thank Heaven for *Robocod*! US Gold have the rights to release the Game Gear version. Our bods have played the MS game and they reckon it's almost identical to the Mega Drive romp, so the handheld version's set to be a corker.

The thing is, as I write, US Gold have put the release of *Robocod* on hold for a while. Hopefully, we'll be able to preview or review the Game Gear version in next month's G-FORCE. Keep your eyes peeled for that and *then* we'll tell you when *Robocod*'s due for release.

As first reported in last month's **G-FORCE**, *Ecco: The Dolphin* is due on the small screen. Sega America have pencilled in October as the release date. There's no news of a UK release date but I reckon it'll be a couple of months either side of the USA release.

Sonic 2's the better game. Trust me, I've a kumquat in my pocket...



Hadoken! This great *Streetfighter II* pic of Ryu was sent in by ace artist Stephen Birkett from Burton-on-trent. Nice Pyjamas mate!

You guys are *Streetfighter II* mad! Check out this cool effort from Ryan Hunter in East Kilbride.

CLANGER OF THE MONTH

Have you a friend who's fallen through Dudley bus station? Has your brother ever got his lip caught in a Rubik Cube™? Has a blackbird ever pecked off your mother's nose while she was hanging out the washing?

If a member of your family, a mate, boyfriend or girlfriend has ever found themselves in a wacky situation, drop me a line and tell me about it. If it's a rib-tickling, cringe-worthy situation, it *could* win my CLANGER OF THE MONTH award.

But beware, I also scour the many queries I receive for Clangers. If someone asks a question I believe to be a trifle stupid, I'll put them in line for the award, too.

This month's dingbat comes from Shane Davis of Maidstone. Prepare to be amazed...

Dear Gutter Snipe
Will the Mega-CD work with my Game Gear? I can't wait to play *Sewer Shark* and *Night Trap*.

I hate to burst your bubble, Shane, but you could hardly call the Game Gear a portable machine if you had to lob a Mega-CD around with it! Sadly, you won't be playing *Sewer Shark* and *Night Trap*. A Game-CD machine *won't* be coming out. Get a grip!

Stars in your eyes

Dear Gutter Snipe
Is it true there's a version of the NES *Star Wars* game coming out for the Master System? I've heard a Game Gear version's due.

Simon Hextall, Barrow-in-Furness

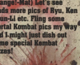
Never quite cottoned on to why your town's called Barrow-in-Furness, Simon. If anyone knows, write in and let me know.

Yep, it's most definitely true. A Master System version of *Star Wars* is coming out in the next couple of months — it's being produced by those Brummie bombshells, US Gold.

One of our lads has been to play it and I'm told it looks great. It's a mixture of platform, shoot-'em-up and driving action. And yes, Game Gear owners, there's a handheld version of *Star Wars* coming out, too.

OFF THE WALL!

If it's not Sonic, it's Streetfighter II with-you lot! Not that I'm moaning of course (That makes a change!-Mat) Let's see loads more pics of Ryu, Ken Chun-Li etc. Fling some Mortal Kombat pics my way and I might just dish out some special Kombat prizes!





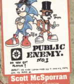
Scotti McSporran
Clydebank, Glasgow



Scott McSporran
Clydebank, Glasgow

Paul Williams
St. Ives, Cornwall

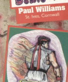
Scott McSporran
Clydebank, Glasgow



Scott McSporran
Clydebank, Glasgow



Tom Percival
Shropshire



Peter Johnson
Northwich, Cheshire

US Gold have no firm release date yet, but both versions should be out around the same time. Hopefully, we'll preview the game in the next issue of SEGA MASTER FORCE. If we don't, you can smack my thighs and call me Betsy. I might even enjoy it.

A friend for life

Dear Gutter Snipe
At last! Someone in the magazine world has shown support for the Master System. Thank you to everyone at Impact Magazines for producing SEGA MASTER FORCE.

I was a regular reader of SEGA FORCE and your column and couldn't help but notice the flak you took for not having, what many readers thought, enough coverage of 8-bit software. So, the clever chappies that you are went and did something about it. Bravo! Real initiative.

Fear not, our family will subscribe to SEGA MASTER FORCE, and I advise that Mega Drive owners purchase SEGA FORCE MEGA. Cheers.
I Chorlton, Penkridge, Staffordshire

What a beautiful person you are! We can only blush and let other mags eat humble pie.

It's true, we do listen to what you've got to say. Many MS and GG gamers weren't happy with the amount of coverage given to their machines in game magazines, ours included. So we took notice and produced SEGA MASTER FORCE.

Before this reply starts getting sickly sweet, I'll just say — glucose, sucrose, saccharin... (sssssNIP! —Mat).

TEASER TIME



A relatively new little snippet to the letters column. This is my very own SEGA MASTER FORCE quiz to see if you've been paying attention. Have a gander at the four questions below...

1. **What's the full title of Domark's James Bond game?**
2. **Which company is producing *The Flash*?**
3. **What does Mat have for breakfast?**
4. **What's the name of our other Sega magazine?**

Some of the answers are found in this issue, while others require the use of your noddle or that sparkling sense of humour I know you all possess. Jot down the answers on a postcard or the back of a sealed-down envelope and the best answers out of the hat win the smart alec a SEGA MASTER FORCE T-shirt.

Send your scribblings to: **GUTTER SNIPE, TEASER TIME, SEGA MASTER FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.** Have fun!

Wanna be a staff writer?

Dear Gutter Snipe
When I leave college, I want a career as a journalist. I enjoy playing computer games, so I thought it might be wise to combine the two and become a staff writer for a computer games magazine.

The thing is, how do I go about getting into this field of work?
Rachel Hayward, Brierly Hill, West Midlands

What? You wanna work late nights, have no social life and chat to PR people about their pot plant collection? Well, Rachel, not only do you have to be a good gamesplayer but, more importantly, you need to be able to write informative, entertaining copy that people are going to want to read.

You don't necessarily have to have a journalistic background to be a magazine staff writer. Ade, who works on SEGA FORCE MEGA, used to be a bank clerk! You'd think he was a brainy git, huh? No chance!

If you're serious about becoming a writer, concentrate on getting good grades in college, especially English, and send sample reviews to magazine publishers. Needless to say, I didn't do any of these things. They found me eating Farley's Rusks in a skip — right place at the right time!

Long live the Master System

Dear Snipe babe
I can't be the only gamer worried the Master System's about to tumble over and fall down an embankment. What are your thoughts, Gut? How long do you think the Master System will last now the Mega Drive's got its new plaything, the Mega-CD?

My mate's got a Nintendo Entertainment System and he reckons there aren't many games around for that, either. I'll give the MS another six months. What do you reckon?
Doug Cryer, Northampton

Oh ye of little faith! The MS has got more life in it than an inflatable sheep! It's gonna be around for a hell of a lot longer than six months.

The MS will most definitely out-live the NES in this country. In my opinion, MS graphics are *far* superior to the stuff the NES churns out, plus more software houses are producing games for the Master System. That's the brunt of the situation.

The MS lives for as long as the software houses continue producing software. Sega don't want to see their machine die in a



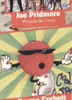
Malcolm Cook
Woking, Surrey


Ryan Rees-Prichett
Rochdale, Lancs

Joe Pridmore
Woodside, Lincs


Ryan Rees-Prichett
Rochdale, Lancs


Michael G Francis
Porth, Mid-Glamorgan

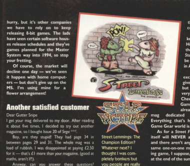

Emma Corbett
Shropshire


Scott McSporran
Clydebank, Glasgow

Nick Thain
Henbury, Bristol

hurry, but it's other companies we have to rely on to keep releasing 8-bit games. The lads have seen certain software houses release schedules and they've games planned for the Master System way into 1994, so stop your fretting.

Of course, the market will decline one day — we've seen it happen with home computers — but don't give up on the MS. I'm using mine for a flower arrangement!



Street Lemmings: The Champion Edition? Whatever next? I thought I was completely bonkers but you people are really weird! This months wacky Star Picture has been sent by Peter Johnson from Liverpool. There's an ultra-rare SEGA MASTER FORCE t-shirt winging its way to you even as I type this. Wear it with pride!

Another satisfied customer

Dear Gutter Snipe

I get your mag delivered to my door. After reading it about five times, I decided to try out another magazine, so I bought Issue 20 of *Sega ****.

Boy, are they stupid! They had page 34 in between pages 29 and 31. The whole mag was a load of rubbish. I was disappointed at paying £2.50 for it — that's £1 more than *your* magazine, (good at maths, aren't I!!).

Anyway, can you answer these questions? What's the best basketball game on the Game Gear? Is the Game Gear **Action Replay** cart any good? Are there any fighting games like *Street Fighter II* due out on the GG? With SEGA MASTER FORCE and SEGA FORCE MEGA, will there be a SEGA FORCE for Game Gear owners?

Michael Hastie, Cheam, Surrey

Glad you like the mag, Michael. Pity about that other mag's pages. Perhaps they went to the Mr Blobby school of counting?!

There isn't a good basketball game on the GG. Hopefully, by the end of the year, *NBA Action, Starring David Robinson* will be out. It's due for release in America this November.

The Action Replay cart is excellent. Not only are you given cheats in a code book, but you can make up your very own hints and tips. Check out the news in our Game Gear section. Yes, we already have a part of this mag dedicated to handheld freaks. Everything that's hip 'n' happening in the Game Gear world is in G-FORCE.

As for a *Street Fighter II* clone, the game itself will NEVER appear on the handheld, and there aren't any other games due in the same one-on-one mould. The next big fighting game, I suppose, is *Streets Of Rage 2*, due at the end of the summer.

Mortal on Master?

Dear Gutty

I've seen loads of news about *Mortal Kombat* on Mega Drive, Game Gear and Mega-CD, but the Master System seems to be left out of the coverage. Is the game due on MS? If so, when?

Carl Simpkins, Worcester

Well, Carl, thank Heaven you bought the right mag 'cos, in case you hadn't noticed, Master System *Mortal Kombat* is the game featured on our cover this month! Correct me if I'm wrong, but I think we can safely say it's coming out on the Master System. We know the release date, too. It's Monday, 13 September, 1993 — Mortal Monday!

Once more into the wide blue yonder, dear friends. A nice selection of letters this month — keep 'em coming. Remember, there's a T-shirt up for grabs for the best letter and best piece of artwork I receive each month. I look forward to reading your entries for Clanger of the Month and, when you've finished browsing, have a crack at my teasers — there's a T-shirt on offer there, too. Catch you next month. Stick with me folks, I've £10,000 shoved down me shorts...



Stuart Robinson
Somewhere over the rainbow!



Scott McSporran
Clydebank, Glasgow



Andrew Taylor
West Lothian, Scotland



Scott McSporran
Clydebank, Glasgow



Adam Coniff
Birmingham



Donna Kear
Address



Paul Williams
St. Ives, Cornwall

MAY THE MA[STER FORCE] BE WIT[H YOU]

Nineteen issues of SEGA FORCE gave you the best possible in Master System coverage, but now we've gone one better — with SEGA MASTER FORCE there's no longer any need to share...



No 1
Back To The Future, Heroes Of The Lance, Leaderboard, Mercs, OutRun Europa, Shadow Of The Beast, Sonic Strider, Super Kick Off.



No 2
...orm, ...nza ...rothers, Donald Duck, G-LOC, Klax, Rampart, Running Battle, Super Space Invaders.

No 3
SOLD OUT!
..., Put & ...er, Shadow Dancer, Sonic The Hedgehog, Space Harrier, Super Kick Off.



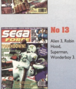
No 7
Marble Madness, Olympic Gold, Prince Of Persia, Sagaia, SCI.



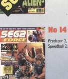
No 8
... Smash ..., Chuck Rock, Ninja Gaiden, The Terminator.



No 9
Bart vs The Space Mutants, The New Zealand Story, SCI, Tom & Jerry.



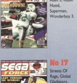
No 13
Alien 3, Robin Hood, Superman, Wonderboy 3.



No 14
Predator 2, Speedball 2.



No 15
James Bond, Strider II.





No 17
Streets Of Rage, Global Gladiators, World Cup '93, James Bond, Strider 2.



No 18
Spider-Man 2, Krusty's Fun House.



No 19
Land Of Illusion, Superman.



No 4
...o The ...re III, Pac-...lan, Pac-Mania.

No 5
Asterix, Bart vs The Space Mutants, Champions Of Europe.

No 6
...ue, ... Rivals, ...yrton Senna, Chuck Rock, Olympic Gold, Wimbledon Tennis.

No 10
SCI, Smash TV, Sonic 2, Tom & Jerry, Trivial Pursuit.

No 11
...d Story, ...bin Hood, Smash TV, Speedball 2, Trivial Pursuit.

No 12
Lemmings, Master Of Darkness, Pit Fighter, Sonic 2, Space Gun, Taz-Mania.

No 16
Rainbow Islands, Renegade.

No 1
Andre Agassi Tennis, Batman Returns, Crash Dummies, RoboCop 3, Terminator 2.

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No. 2

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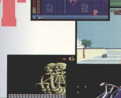
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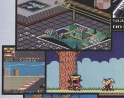


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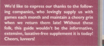
MASTER MARKET

You've got your Master System, but how do the old and newer games shape up for your 8-bit wonder? A-ha! That's where the SEGA MASTER FORCE Buyers' Guide comes in handy. Within the next few pages, you'll find a comprehensive list of every Master System game released over the past couple of years. We've gone to mind-boggling lengths to categorise each game so if you're after a top-notch beat-'em-up, for instance, just turn to the Arcade section. You'll discover everything you need to know about your next essential purchase — and more! Off you trot, then...





We'd like to express our thanks to the following companies, who lovingly supply us with games each month and maintain a cheery grin when we return them late! Without these folk, this guide wouldn't be the informative, extensive, laxative-free supplement it is today! Cheers, luvvers!



ACE	071 439 1185
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Arcade

Coin-op conversions and mixed-genre games make these carts the most action-packed around. Old classics and revamps, like in Virgin's compilation, have the post staying power.

ARCADE SMASH HITS

VIRGIN £32.99 Tel 081 960 2255 85%

These updated versions of *Missile Command*, *Centipede* and *Break Out* are weak individually but together form a good package, especially for the newcomer. Where else can you get games for £11 each?

BACK TO THE FUTURE II

IMAGE WORKS £34.99 Tel N/A 62%

Racing, beat-'em-up and two puzzle sections make up this game-of-the-film. Crude, flickery graphics and frustrating gameplay put it firmly in the past.

BACK TO THE FUTURE III

ACCLAIM £32.99 Tel 0962 877788 33%

As Doc, chase a runaway carriage. As Marty in later sections, throw pies and walk along the top of a train. Graphics are excellent but gameplay's infuriating.

THE FLINTSTONES

GRANDSLAM £29.99 Tel 081 680 7044 61%

As Fred, paint the living room, drive to the bowling alley, bowl (surprised?) and rescue Pebbles. Boring gameplay isn't rescued by cartoony but could-do-better graphics.

MARBLE MADNESS

VIRGIN £32.99 Tel 081 960 2255 76%

Under a time limit, guide a fragile marble over strange landscapes and past weird creatures. Great graphics and unique gameplay but too few levels.

MASTER OF DARKNESS

SEGA £32.99 Tel 071 373 3000 77%

As Dr Social, track Dracula through five levels of Olde London. Spooky graphics and sounds as you tackle mesmerised creatures. Soon gets tough.

MS PACMAN

DOMARK £34.99 Tel 081 780 2222 88%

Essentially the old fave, *Pac-man*, *Ms* has a feminine sprite, speed-up option, selectable mazes and skill settings. Ancient coin-op graphics but all the playability.

RENEGADE

SEGA £34.99 Tel 071 373 300 67%

Your girl's been nabbed and you use punches, kicks, knee-butts and overarm throws to mangle the punks responsible. The graphics are too clean for the gritty but repetitive action.

STREETS OF RAGE

SEGA £32.99 Tel 071 373 3000 81%

Clean up the streets as you head for a crime boss's sky-scraper headquarters. There's an array of moves and weapons, cool sprites and good FX. Truly exciting gameplay; a class beat-'em-up.

STRIDER

SEGA £32.99 Tel 071 373 3000 42%

The whoosh of the somersaulting Strider's sword isn't as impressive as it should be. Although graphics are great static, they're slow-moving and enemies are few and far between. Dullsville.

STRIDER 2

US GOLD £32.99 Tel 021 625 3366 74%

The Master's causing trouble again, but this time Strider's fast as well as graceful. Some of the robot guardians are unfairly tough but the action's engaging enough. A 'try before you buy'.

SUPERMAN

VIRGIN £TBA Tel 081 960 2255 66%

Several of Metropolis's inhabitants have gone missing — including Superman's beloved Lois Lane! He can't use all his powers in the same stage and must collect icons to keep energy up. Graphics are action-packed but the Man of Steel's difficult to control and the tasks are tiresome.

Arcade Adventure

Perfect for those who want to use equal parts of brain and digital dexterity. Prince Of Persia sports the best MS animation ever.

ASTERIX

SEGA £32.99 Tel 071 373 3000 82%

The heroic Gaul and his fat chum, Obelix, are on the way to Rome to rescue their druid chum, Getafix. Each level can be played as Asterix or Obelix, which alters the hazards and features subtley or drastically. Use their different characteristics to defeat Romans and solve cunning platform puzzles. Sprites are almost identical to the comic characters, playability's high and there's masses to do — twice.

BART VS THE SPACE MUTANTS

FLYING EDGE £32.99 Tel 0962 877788 92%

Space Mutants are making a machine to conquer the world — and only Bart knows about it! Colourful backgrounds and cartoon sprites on par with the MD, good FX and samples back up this challenging romp.

HEROES OF THE LANCE

US GOLD £32.99 Tel 021 625 3366 68%

Billed as an RPG, it's even an exaggeration to call this an arcade adventure. Send your band of eight adventurers in search of the Disks of Mishakal. Simple arcade combat and sluggish controls but bold graphics and a huge playing area. No save option, though!

LAND OF ILLUSION

SEGA £32.99 Tel 071 373 3000 92%

Mickey Mouse is search for a jewel and the phantom who stole it. Mickey bum-bounces some enemies, throws rocks on others. Special items have to be found and used to complete levels, some of which have to be tackled twice. Graphics and sound are superlative, and although it's fairly easy, it's playable enough to complete time and again.

PRINCE OF PERSIA

DOMARK £29.99 Tel 081 780 2222 93%

Leap chasm and spikes, dive through razor-sharp shutters, activate pressure pads and duel with guards — when you find the scimitar. You've an hour to negotiate 12 levels and rescue the babe. Animation is jaw-droppingly good and the task is addictive.

SHADOW OF THE BEAST

TECMAGIK £34.99 Tel 071 243 2878 70%

Once human, the Beast traverses scrolling plains and vast caverns to find and defeat his loathed master. Keys, potions and weapons are collected, although fists are most often used to defeat many enemies. Neat graphic touches and increased adventure elements make it better than the MD version but gameplay lacks versatility.

SPIDER-MAN 2

FLYING EDGE £29.99 Tel 0962 877788 82%

Spidey's up against six of his toughest foes in six two-part levels. Objects need to be found and used to gain access to villains' bases. Graphics and sound are nothing special but gameplay's great.

WONDERBOY 3 IN MONSTER WORLD

SEGA £32.99 Tel 071 373 3000 75%

Wonderboy's set a number of tasks that eventually enable him to escape. There are traps to dodge, obstacles to jump and monsters to kill, plus plenty of people and objects to interact with. Although not as popular as Sonic, Wonderboy's adventures are still fun to play.

Platformers

Conquer villains and strange lands in leaps and bounds. A range of styles is represented here, from the craggy strategy of Chuck Rock to the eco-friendly gook of Global Gladiators.

ALEX KIDD HI TEK WORLD

SEGA £29.99 Tel 071 373 3000 78%

The most popular MS character after Sonic, Alex Kidd faces some tough challenges in Hi Tek World. Fast platform action and cute graphics make this one a winner.



BATMAN RETURNS

SEGA £29.99 Tel 071 373 3000 54%

A poor MS outing for the caped crusader as he battles against the evil Penguin and Catwoman. Five tough levels give this game a high lastability mark.



BONANZA BROS

SEGA £29.99 Tel 071 373 3000 76%

As Robo (his bro's gone missing in this version), break into buildings, collect swag and shoot or stun guards. A cash-grabbing sub-level adds depth to this wacky coin-op conversion, which features unusual Lego People graphics.

CHUCK ROCK

VIRGIN £32.99 Tel 081 960 2255 91%

Caveman capers as this ugly thug uses his belly against five levels of dinosaurs. Chuck Rock also chucks rocks! Vertical and leftward sections and puzzle elements help make this one of the most playable MS platform games.

GLOBAL GLADIATORS

VIRGIN £32.99 Tel 081 960 2255 86%

Detailed foregrounds, neat graphical effects, slick presentation, wacky sprites and sounds. The eco-friendly gameplay's just as good. One of the most addictive platformers there is.

JAMES BOND: THE DUEL

DOMARK £34.99 Tel 081 780 2222 84%

One of 007's worst enemies has kidnapped Prof Jones. First on a tanker, Bond finds hostages and bomb parts then tackles Jaws. Crisp graphics, realistic animation and four tough levels make Bond's mission a success.

THE LUCKY DIME CAPER

SEGA £32.99 Tel 071 373 3000 78%

Donald's platform-hopped adventures take him around the world, using a mallet and frisbee to oust nasties. Graphics are gaudy and gameplay's a little frustrating, but superb cartoon sprites and playability save the day.

THE NEW ZEALAND STORY

TECMAGIK £32.99 Tel 0924 461115 93%

Tiki the kiwi explores large platform levels, armed with bow and bombs and travelling by foot, floating board, balloon, duck and underwater. Stunning arcade-like graphics and frustratingly addictive gameplay with lots of secret rooms to discover. One of the Top Ten MS games.

NINJA GAIDEN

SEGA £32.99 Tel 071 373 3000 90%

Ryu Hayabusa! That's you (that is) as you jump pits, climb trees, leap from girder to girder and dodge the odd throwing star or three. A great challenge and with controls, graphics and effects this good, you're sure to want to take it up.

RAINBOW ISLANDS

SEGA £32.99 TEL 071 373 3000 91%

As cute Bub, make your way up vertical islands, using rainbows as bridges and weapons. They take time to master but then gameplay bites in this appropriately colourful game. Already a hit on home computers, Rainbow Islands is a blast on the Master System

RUNNING BATTLE

SEGA £29.99 Tel 071 373 3000 69%

Using fists, feet and pick-up weapons, kill M's soldiers while marching through predictable streets and bases. Detailed but flickery sprites, long but repetitive levels. Appropriately, the player character's called Sergeant Gray...

SHADOW DANCER

SEGA £32.99 Tel 071 373 3000 62%

Takashi and his hound take on the Asian Dawn terrorists, the former with shuriken throwing stars and magic, the latter with, um, teeth. Mediocre backgrounds pay the price for detailed sprites. Controls are awkward and gameplay unforgiving.

SONIC THE HEDGEHOG

SEGA £29.99 Tel 071 373 3000 94%

Unbelievably, MS *Sonic* is almost identical to the MD. Fast, smooth scrolling and detailed sprites (especially Sonic himself) are a visual feast. Although easy, the gameplay — collect rings, bounce on baddies, race through levels — is addictive enough to keep you coming back to complete it again and again.

SONIC 2

SEGA £29.99 Tel 071 373 3000 92%

Sonic hang-glides, bounces across water, floats in bubbles and bashes through blocks to secret areas — as well as running fast and collecting rings, of course. It requires more thought and is more varied than the original but not quite so playable.

TAZ-MANIA

SEGA £34.99 Tel 071 371 3000 71%

Taz searches for legendary birds and their yummy eggs. Warner Bros cartoon graphics really make this game. Although a touch easy, its originality and character make it fun.

Puzzle

Pure thought and deductive reasoning (almost) replace fancy graphics — with the exception of Krusty's winning cartoon sprites and Trivial Pursuit super host.

KLAX

TENGEN/DOMARK £29.99 Tel 081 780 2222 81%

Catch and flip coloured tiles to form lines of the same colour. Graphics are drab but no worries because this simple but remarkably playable hundred-level puzzler doesn't need flashy visuals.

KRUSTY'S FUN HOUSE

FLYING EDGE £34.99 Tel 0962 877788 86%

Position blocks, tube sections and fans to direct dumb rats, while using custard pies to kill patrolling enemies. Mind-scrambling puzzles, madcap platform action and hidden rooms to find. Remarkably MD-like. If you're a fan of the Simpsons then you'll love this.

LEMMINGS

SEGA £34.99 Tel 071 373 3000 — 93%

Use limited numbers of digging, tunneling, bridge-building, climbing and floating lemmings to overcome obstacles. Loads of levels and tough yet incredibly addictive gameplay make *Lemmings* unmissable.

TRIVIAL PURSUIT

DOMARK £32.99 Tel 081 780 2222 — 79%

Almost everyone knows this board game. The board graphic's simple but clear and the question master is excellently drawn and animated. Easy to play and plenty of questions.

Racing

Hands on the steering, pedal to the metal. Jostle for position and lean into those corners. Swear when computer cars cut you up and steal the lead...

CHASE HQ

SEGA £29.99 Tel 071 373 3000 — 69%

Take to the highways of America as you race at high speed to catch villainous criminals. Road scrolling is smooth but a lack of originality makes this game dull after a while.

OUTRUN EUROPA

US GOLD £29.99 Tel 021 625 3366 — 87%

A racing game with bells on! Take the controls of a motorbike, jetski and Porsche in an attempt to retrieve some secret plans. Put your foot down, avoid obstacles and punch or shoot anyone who bothers you! Fast, flicker-free graphics and a real challenge.

SCI

SEGA £32.99 071 373 3000 — 60%

The sequel to *Chase HQ*, you track down criminals' cars then shoot the hell out of them. The pics between levels are good but the road doesn't match the speed of your vehicle. It's fun for a while — it would be much better if you could blast civilians' cars, too — but there are too few levels.

SUPER MONACO GRAND PRIX 2

SEGA £34.99 Tel 071 373 3000 — 86%

The action takes place over 16 world championship courses and the aim's to whup Ayrton Senna's ass. Although backgrounds are dull, scrolling's fast and the car handles well. It's tough but fun and the password system's a big help. For pure road racing, it can't be beaten.

Shoot-'em-ups

Whether aboard a space ship or plane, or running along as a future soldier, robot or cop, blasters have as many victims as they do fans. Old Arnie's Terminator's your best bet, with Alien Storm, Alien 3 and Super Space Invaders just behind.

ALIEN STORM

SEGA £29.99 Tel 071 373 3000 — 77%

Gordon and his flame-thrower or Slammer and her electric whip fry aliens. The action switches to through the hero's eyes on alternate levels, where crosshairs aim a gun. A little thought's required and graphics are imaginative (if flickery). A two-player option would've bolstered it.

ALIEN 3

SEGA £34.99 Tel 071 373 3000 — 77%

This time, Ripley's stranded on a prison planet with assorted thieves and killers — poor lass! *Loads* of Aliens have stuck hostages to walls. Explore four-way scrolling levels to rescue 'em, using a variety of limited ammo weapons and air ducts as short cuts. Neat presentation, well shaded backgrounds and 'orrible Aliens make mediocre gameplay fun.

G-LOC

SEGA £29.99 Tel 071 373 3000 — 67%

Action's viewed through the Thunderfox's cockpit but it's strictly shoot-'em-up. Armed with cannons and guided missiles, ammo's replenished and the jet updated between levels of fighter-downing fun. Only half the screen's actively used and it ain't pretty, but there's sufficient action and sensation of movement for a few missions.

PREDATOR 2

ACCLAIM £32.99 Tel 0962 877788 — 68%

As cop Mike Harrigan, march along, blasting drug dealers, collecting weapons, destroying drugs and rescuing hostages. Suitably dark, moody graphics accompany this toughie — which gets harder when the Predator shows up! Not bad but frustrating and unexciting.

SAGIA

TAITO £32.99 Tel 0101 708 520 9280 — 46%

Pilot the Silverhawk and give an alien race what-for. Extra weapons and shields are collectable. Despite flicker, the graphic look good, but control's jerky and it's all rather dull.

SMASH TV

PROBE £39.99 Tel N/A — 44%

Explore the rooms of gameshow arenas, collect prizes and shoot and dodge dangerous droids. Graphics are slow, ugly and too big for this game, sounds are mediocre and the controls are terrible.

SPACE GUN

SEGA/TAITO £32.99 Tel 071 373 3000 — 45%

Viewed through the eyes of a space station defender, you slowly scroll sideways then 'into' the screen, racing gamestyle. Ugly sprites are blasted with the aid of crosshairs, but although they're great to look at, there are few species, all badly animated. Slow and monotonous.

SUPER SPACE INVADERS

DOMARK/TENGEN £29.99 Tel 081 780 2222 — 87%

The revamped relic features colourful backgrounds, various Invader attacks and massive mother ships. Meaty sounds, super-simple controls, 12 levels (plus cattle-saving bonus sections) and simultaneous two-player all somehow make it a good buy.

THE TERMINATOR

VIRGIN £32.99 Tel 081 960 2255 **90%**

Part man, part machine, all c– er, Arnie's first blockbuster movie hits the 8-bit! But you're the good guy, sent from the future to protect Sarah Connor from the T-800 robot. Fast, hectic levels tax your reflexes and trigger finger — there are only five of 'em but this is no pushover! Dark, moody graphics and digitised level intros set the scene brilliantly.

Sport

Football fans are well catered for but there's something for those who prefer to use a club or racket, too. The multi-event, multi-player laighs of Olympic Gold are hard to beat.

CALIFORNIA GAMES 2

SEGA £32.99 Tel 071 373 3000 **32%**

What happened to California Games 2? It doesn't matter 'cos this sporty offering from Sega is completely naff. Four events are on offer but each one is too short and the control methods too awkward. Not a summer sizzler by any means.



CHAMPIONS OF EUROPE

TECMAGIK £32.99 Tel 071 243 2878 **81%**

Variable game length, direction of play, windspeed, weather conditions and eight referees set the scene. A map of Europe, 34 teams to choose, computer or human opponent... Controls take time to get used but are highly versatile. Playable and humorous, cute sprites 'speaking' via speech bubbles.

EVANDER HOLYFIELD BOXING

SEGA £29.99 Tel 071 373 3000 **78%**

Customise your boxer, train him then hop in the ring and bash his opponent! Versatile yet easy to use controls, large boxers and realistic controls bring the thrill of the ring home.

OLYMPIC GOLD

US GOLD £34.99 Tel 021 625 3366 **94%**

The 100m, hurdles, hammer, archery, pole vault, swimming, springboard diving can be played individually, with a selection of others or all events, and there's a special Olympic Records option. Some events' controls are easy, others are tricky to master, but they're all responsive to your commands. Crisp sprites, good sounds and up to four players round off the best multi-event sports cart.

SLAP SHOT

SEGA £29.99 Tel 071 373 3000 **62%**

With Electronic Arts coming up with great sports games like NHLPA Hockey, you'd think that the Sega 8 bit machine might benefit from a decent hockey game. Think again! Poor graphics and unresponsive controls make this a dreadful sports game.

SPEEDBALL 2

VIRGIN £34.99 Tel 081 960 2255 **78%**

In a scrolling high-tech arena, teams battle it out for possession of a metal ball. Bouncing it off stars and domes earns points. Collect coins to improve individual player's attributes or the team as a whole. *Speedball 2*'s manic gameplay make it one of the best two-player sports games.

SUPER KICK OFF

US GOLD £29.99 Tel 021 625 3366 **90%**

Not much to look at — plain green pitch viewed from above and small, dull footballer sprites. But scrolling's smooth, animation's good and playability's high! It takes time to adjust to the free-running ball then offers endless hours of fun, particularly with two players.

TECMO WORLD CUP '93

SEGA £34.99 Tel 071 373 3000 **54%**

More 8-bit footie. 24 teams take part in a tournament, exhibition match or conputer vs computer demo. Viewed from the stands, the player sprites are good but it's inrealistic and there's no atmosphere.

TENNIS ACE

SEGA £29.99 Tel 071 373 3000 **72%**

Wimbledon's out of the way but there's plenty of lawn-based fun to be had in Tennis Ace! An unusual playing angle and plenty of options ensure you'll have weeks of fun.

WIMBLEDON TENNIS

SEGA £29.99 Tel 071 373 3000 **82%**

Take a shufty at the speed, skill and power ratings of the 16 players available before committing yourself and going to court! Play a single match, the tournament series or two-player head-to-head game. Court graphics are simple but scrolling's smooth and sprites are clear. Simple controls, plenty of challenge and playability.

WORLD CLASS LEADERBOARD

US GOLD £29.99 Tel 021 625 3366 **79%**

An initially confusing but versatile hook/slice meter controls the strokes across four full golf courses. Three skill levels, wind conditions, uneven surfaces, bunkers, rough and water hazards... pretty comprehensive. Graphics are fairly crude but it plays well.

WORLD TOURNAMENT GOLF

SEGA £29.99 Tel 071 373 3000 **78%**

Not quite up to the standard of World Class Leaderboard but a great golfing game anyway. A ton of options enables players to select courses, clubs and more. Up to seven players can take part in one game enabling challenges to be set up and lengthier games to be played.

Strategy

If you're the type who likes to think and plan before they act, strategy games are for you. Unfortunately, you've only two to choose from at the moment, so it won't take long to decide which to buy first!

RAMPART

DOMARK/TENGEN £29.99 Tel 081 780 2222 **80%**

A curious mixture of strategy shoot-'em-up and puzzler, your aim is to build up a castle. First use a cannon sight to defend it from invading ships then rotate geometric shapes to repair its walls. The combination works very well, particularly in two-player mode, where sneaky tactics and successful moves are incredibly satisfying. Don't miss this unrecognised winner.

SEGA CHESS

SEGA £34.99 Tel 071 373 3000 **93%**

The greatest strategy game of all time. And the Master System's lucky enough to have a computer chess cart that's up there with the best of 'em. *Sega Chess* gives two viewpoints, nine skill levels, a spread of options and user-friendly controls. Graphics and sound are weak but who cares, it's chess!

So there you go, all you need to know about the best and worst Master System games available. We'll be updating the Buyer's Guide every month so stay tuned for further additions!

Classifieds

for sale

Small Ads

FREE, FREE, FREE! Did we mention that SEGA MASTER FORCE small ads are completely, totally, utterly, er... unbelievably free? Yep, that's right. Not only is this THE place to advertise that rusty old Mega Drive or clapped out Game Gear, it's also FREE to advertise in these hallowed pages. Remember, we're not just here for the nasty things in life, like Game Boys and NESs. We're also here for the nice things, like strawberry cheesecake and a peck on the cheek from Claudia Schiffer.

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Please take great care when replying to user clubs. About the same as crossing the road. If you are under 18, check with an adult before sending payment. Writing to Pen Pals is fun, but it's not our fault if your new mate resembles the backside of a chimpanzee!

We reserve the right to cut adverts, or pull them altogether if not deemed suitable. Please allow up to six weeks for your small ad to appear.

■ Sega Game Gear with 11 games and lots of various accessories. Phone for more details, quick sale needed. Phone (0206) 763097, £320 ono, boxed with instructions.

■ MS game for sale: Operation Wolf, a great bargain, only £15. Call (0223) 62966, ask for Oliver.

■ For sale, Atari ST with Discovery pack, games, 1 Meg upgrade. Tel (0772) 700799 after 6pm, please ask for Rick.

■ Sega Master System II for sale with six games including RC Grand Prix, Lemmings, all games boxed with instructions, £70. Phone Lee on (0277) 364783.

■ Sega Mega Drive with After Burner II, two joypads, Jap adaptor and two years' guarantee left, £80. Please ring (061) 247 3808 between 9am and 4pm, weekdays only.

■ For sale, Game Gear, four games, AC adaptor, batteries, £140. Tel (091) 270 0810, buyer must collect. Newcastle area. Ask for Simon.

■ Mega Drive including seven games — Sonic, Castle Of Illusion, World Of Illusion, Senna GP II, J Madden Football 92, Quackshot, PGA Golf — plus MS converter and four MS games. Worth £420 — sell for £275 or swap for an Amiga 600, mouse, controllers and games. Tel London 251 0068.

■ Sega Game Gear, five games, carry case, cleaning kit, magnifier (games include Sonic 2, Olympic Gold), £120 ono. Please ring (0353) 721846 after 4pm.

■ Commodore 64, many games and extras including light gun, £40 ono. Call Crawford on (041) 884 2126.

■ Sonic 1, Tom & Jerry, Bart Vs Space Mutants, Bubble Bobble and Castle Of Illusion, all £12–20 or swap for G Gladiators, Chuck Rock, Psycho. Ring (0905) 355141.

■ Game Gear games: Mickey Mouse £20 and swap Chase HQ for Fantasy Zone. Also MD Revenge Of Shinobi for SOR II. Call (081) 878 3708.

■ Game Gear for sale, plus six top games including Sonic 1 & 2, Batman Returns, Streets Of Rage, wall adaptor, car adaptor, battery pack, all for £180. Ring James on (0532) 609588, 4-6pm.

■ Game Gear, boxed, includes AC adaptor, battery pack, carry case, amplifier. Also includes seven top games, boxed. Worth over £300, will sell for £180 ono. Ring (051) 531 0752.

■ For sale, boxed telescope, Tasco with six eyepieces, magnification 525 x 60, with original instruction manual, solar and moon maps, £95. Ring Ricky on (081) 368 7486.

■ Jap Mega Drive, PAL or SCART, power pack, two joypads, one turbo pad & games, offers invited! Ring Kevin on (081) 539 0385.

■ Game Boy and eight super games for only £100 ono, worth £200+, or swap for five MD games. Games for sale, £18 & £23 each, phone Peter on (0232) 625330.

■ Jap MD carts, Quackshot £20 and XDR £15, both boxed. Phone Paul on (061) 976 2203 after 4.30pm.

■ UK Mega Drive, two joypads and 15 games including Fatal Fury, Road Rash 2, SOR II, Ecco etc, £395. Phone Andy on (061) 430 2444.

■ Game Gear, 23 games including Sonic 1 & 2, Lemmings, Batman, Gear converter, mains adaptor. Worth £500, will sell for £350. Write to Mick, 63 Abingdon St, Alleston, Derby DE24.

■ For sale, C64 games titles, including Golden Axe and Midnight Resistance. Buyer must collect. Phone 90606 853575, ask for Gareth. Games are £1 each.

■ Spectrum games for sale, Bart, Golden Axe, Barbarians, TMHT and Techno Cop. Worth £45, will sell for £15. Phone (0902) 758331 to arrange.

■ Game Gear games for sale, Ninja Gaiden £10, Monaco GP, Woody Pop £5 each, the lot for £18. Also Mega Drive games list. Please write to K Lampard, 25 Scott Ave, Gt Amwell, nr Ware, Herts.

■ Game Gear Taz-Mania £20, Mickey Mouse £15, boxed with instructions. Call (0494) 813529.

■ Sega Master System games, Sonic 2 £15, Altered Beast £15, Strider £15, Shadow Dancer £15, Ring Tom on (0742) 588468.

■ Mega Drive and Mega-CD, 22 games on cartridge, seven games on CD, many top titles, one joypad, two joysticks, £600. Tel Nick on (0630) 652604, days only, please.

■ Sinclair 128K ZX Spectrum +2 and over 60 games, two joysticks plus instructions, £90. Contact Curtis on (0527) 510268.

■ Hello! Game Gear, seven games, AC adaptor. Still boxed, perfect condition, buyer must collect. Tel (0946) 66277. How can you refuse — only £130.

■ Mega Drive, three games (inc Sonic 2 and Terminator) and two joypads, one with slow-mo etc, sell for £100. Phone Stewart on (0772) 752225.

■ Mega Drive games for sale, Ghouls 'N' Ghosts, WWF Wrestlemania, Speedball 2, all £20, Dick Tracy £15, prices non-reduceable. Phone Marc on (0384) 221359.

■ Mega Drive and three games, Sonic 1 & 2, Streets Of Rage. All boxed with instructions, plus Pro-Pad, £130. Tel (0865) 243095.

■ 64 Sega magazines for sale, including Sega Pro, Sega Power, Sega Zone, Sega Force, Mean Machines and Games Master, altogether for just £30. Write to Trevor Evenden, 59 Edward St, Deptford, London SE8.

■ Master System II and control pad with five games. £75 or swap with UK Mega Drive. Phone James on (0625) 421037.

■ Sega Master System II with seven games and two joypads for £85 ono. Tel Kevin Allen on (0744) 886551, only weekdays after 4pm, please.

■ Mega Drive, two joypads, six games including PGA Tour Golf 2, Sonic, Mega Games One. Sell for £190, write to C Johnston, 35 Tonge Head Ave, Bolton, Lancs.

■ Mega Drive, four games (Sonic 1, Sonic 2, E-SWAT, F22), one joypad and one joystick, £140. Contact Curtis on (0527) 510268.

■ Master System boxed with instructions, pads, joysticks, 14 games including Champions Of Europe, Asterix, Wimbledon etc. Ring (081) 517 0490, £200.

■ Mega Drive, Master System games, mint condition, many less than half price. Ring (0908) 230019 for details.

■ Sega Master System II and six games including Champs Of Europe. Will sell for £80 ono. Tel (0420) 477373.

■ Game Gear UK, boxed, good condition and two games (from selection of eight) and magnifier, £100 (extra games £19). Tel Michael on (0257) 481531 (5–9pm), buyer must collect.

■ Master System for sale, six games including Sonic 2, Alien 3, Operation Wolf, phaser gun, two control pads, sell for only £80. Tel (0772) 453348.

■ Mega Drive with seven games including Sonic, Immortal, J Madden's '92, Fatal Rewind, David Robinson's Basketball. RRP £365, sell for £200 ono. Phone (0494) 726109.

■ Mega Drive and seven games including Sonic 2, Lemmings, Ecco: The Dolphin plus two joypads, Japanese converter. All boxed as new, vgc, £230. Tel (0400) 62257.

■ Mega-CD and Mega Drive, fully boxed, ten months' guarantee remaining. Five MD games, eight Mega-CD games including Cobra Command, Sherlock Holmes, £600's worth for only £300. Write to Sam Hayward, 7 Salisbury Close, Amersham, Bucks HP7.

■ Sega Master System games, Rastan and Strider, £20 each. Tel (0420) 80701.

■ I will sell my Mega Drive with eight games and two control pads for £160. Phone (0533) 404126 after 6pm.

■ Atari 2600 with three games (Jr Pac-man, Mario Bros and Centipede), only £55 for the lot. Atari computer was £45 alone. Write to Chris Brooks, 2 Hankey Drive, Bootle, Merseyside.

wanted

■ I will buy your Master System games for up to £20, all offers considered, especially Wimbledon Tennis. Phone James on (0579) 344059 — now!

■ Amiga 600 and games, will swap for Mega Drive with Master System adaptor and 11 games, including Sonic 2, Rolo, Robocod, Chuck Rock. Tel (0482) 799607.

■ Does anyone have any Master System games on card? Willing to pay up to £20. Send list of games to 125 Seaview Terrace, Edinburgh EH15 2HQ.

■ Second-hand Mega Drive, Jap or American, with games and one joypad, price negotiable, must be PAL or SCART. Ring Edwin on (0753) 883145 after 4pm.

■ Master System games: Alien 3 and Super Kick Off, boxed with instructions, will pay up to £15 each. Tel (0270) 882566.

■ Amiga 500, Action Replay Mk3, £200's worth of games. Asking £150 ono or will swap for Mega Drive and at least two games. Tel (0932) 232560.

■ Master System carts, Joe Montana Football, Pit Fighter, Vigilante, Flintstones, Super Kick Off, Double Dragon. Will pay £12–15. Phone Steve on (0531) 633725 after 4pm.

swap

■ Sega Master System games swap, Tom and Jerry, Wonderboy 3, for Streets Of Rage, Terminator or Alien 3, or will sell for £15 each ono. Phone (0777) 871255.

■ I'll swap Sonic 1 (MS) for Olympic Gold, Super Kick Off, any good beat-'em-up or Mickey 2. Free tips for Sonic. Contact Chris after 3.30pm on (0375) 678780.

■ Swap Master System games Sonic 2 or Chase HQ for Streets Of Rage on Master System. Tel (071) 607 6540.

■ Swap Castle Of Illusion (MS) for Asterix, Wimbledon or Lemmings. Ring (081) 644 4895 after 4pm and ask for Mark.

■ I will swap Champions Of Europe or Castle Of Illusion on the Master System for Lemmings or Prince Of Persia. Phone Andrew on (0736) 752408.

■ For swaps, S Monaco, Joe Montana Football, Alien Storm and nine others on MS for Super Real Basketball, Prince Of Persia or any other MS game. Will buy/sell games. Write to S Rimmer, 14 Muirfield Close, Fairways, Merseyside L12 9LY.

■ For Master System, I will swap either Double Dragon or Pro Wrestling for Super Kick Off. If so, call Jonathan on (0531) 670912.

■ Wanna superior swap? Then write to Superior Swaps, 6 Slade, Fishguard, Dyfed SA65 9PD or ring (0348) 874263. Only £2 per game or £3.60 for 2! Any format.

■ For swap, Lemmings (GG) for Spider-Man (GG). Must be boxed with instructions. Phone (021) 446 6048, ask for Phil.

■ Danny will swap Game Gear and seven games including Sonic 2, carry case, MS convertor and AC adaptor (worth £300+) for Amiga and games. Phone Danny on (0286) 881314 now!

■ For sale or swap for SNES or Mega Drive games, all Mean Machines Mega books and most issues of Mean Machines. Phone Lee on (061) 798 8241.

■ Will swap my Master System with light phaser, control pads, AC adaptor, Sonic, Enduro Racer, Super Kick Off, Strider, Ninja, World GP, Super Tennis and Teddy Boy for your Atari ST. Write to James, 18 Kirkswold Rd, Glasgow, Scotland G43.

■ Master System games for swap. Shadow Of The Beast, Sonic 2, Alien 3, Tom & Jerry or Indiana Jones for Land Of Illusion (Mickey 2) or Krusty's Fun House. Call Matthew on (0388) 721734.

■ Swap Ninja for Rainbow Islands on the Master System. Write to Ian, 17 Inchard Place, Kinlochberive by Lairg, Sutherland.

■ Does anyone want to swap their copies of Wonderboy, Columns or Mickey Mouse 2 for Pac-mania, World Grand Prix or Joe Montana? Phone James on (0672) 810257.

■ Game Gear with mains adaptor, battery pack, TV tuner, Master Gear and six top games, incl Prince Of Persia, The Terminator and Super Kick Off, everything boxed with instructions, for Mega Drive with a few games and in good condition. Phone Ben on (0203) 450985.

pen-pals

■ Hi, I'm a 10-year-old boy wanting a male or female pen pal. Must like Sega Master System. Write to Iain Bonham, 27 Pensfield Park, Westbury-on-Trym, Bristol BS10 6LE.

■ Help! 15+ boys needed to rescue me from life with ravers. I'm Stacey, I love Sega Mega Drives, Nirvana and Ned's Atomic Dustbin, no thatters. Write to Stacey Swindells, 2 Wood Grange Close, Salford, Manchester.

■ Pen pal club! Don't delay! With lots of accessories. Tel (0772) 796489, ask for Paul or write to Paul, 4 The Green, Ribble Village, Ribbleton, Preston PR2 6QF.

■ I'm a nice 10-year-old girl who wants a male pen pal. Write to: Vicky Watson, Sydmonton, Highland Rd, Badger's Mount, Sevenoaks, Kent.

■ Cathy here!! I want a 10-year-old girl pen pal. I like swimming, dancing and gym. Write to: 22 Robins Court, Clarke Ave, Hangleton, Hove, E Sussex BN3 8GA.

■ 11-year-old boy who wants a male or female pen pal who hates Nintendo. Please write to Matthew Elliott, 72 Bishops Way, Canterbury, Kent CT2 8PS. Please enclose a recent photo.

■ Hello, I'm an 11 year old and would like some pen pals, boys or girls. Write to Adrian Pomroy, 26 Romney Close, Clacton-on-Sea, Essex CO16 8YE.

■ 13-year-old boy wants to be pen pal with M/F pen pal, please send photo. Write to Gary Pietras, 52 Wescott Rd, Wokingham, Berkshire RG11 2ES. Must like Kris Kross or 2 Unlimited, must be 12–13, too.

■ Jennifer from Barnsley. Please write again. Your infra-red pen didn't work. I couldn't see a thing when I put your letter under my lamp. Look forward to hearing from you soon. Let me know how Gordon is. Colin.

■ Hello! 14-year-old wants a male pen pal. All letters answered. Write to Samantha Resuggan, 69 Ringwood Drive, Rubery, Birmingham B45.

■ Yo! 8–10-year-olds wanted as pen pals, MD or MS players, GG also. Reply to Tom Brooks, 35 Priestsil Rd, Sutton in Ashfield, Notts.

■ Hi! 12-year-old boy who wants a female pen pal. Send letter to Richard, Coltsfoot, Yeoland Lane, Yelverton, Devon.

■ 15-year-old male looking for female pen pals aged between 14 and 17. I love body-boarding, acting and Mega Drives. Write now!! Lee Bright, 2 Hr Anderton Rd, Millrook, Cornwall PL10 1DY.

user clubs

■ Loads of cheats for Mega Drive and Master System. Send £1 and SAE to 10 Easter Field Court, Livingston Village, Livingston, West Scotland.

■ Pen pal club! Don't delay! Not relay! For just £5, payable by cheque or postal order, to Paul. Ring (0772) 796489.

■ Pen pal club! With lots of fun, for info, send SAE to Paul Dunbavan, 4 The Green, Ribble Village, Ribbleton, Preston, Lancs. Get writing now, ya hear?!

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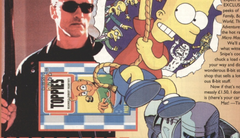
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MISS IT AND WE'LL CRY (OR SOMETHING!)



© Matt Groening



How do we do it, eh? Every issue of SEGA MASTER FORCE is packed with the latest news, reviews, compos and yet we always find a way to top the last issue.

Take our October issue, for instance. We'll have full reviews of the new Sega shoot-'em-up, *Power Strike*, Acclaim's *Mortal Kombat, RoboCop 3* and *Terminator 2*.

Expect to witness EXCLUSIVE sneak peeks of *The Addams Family, Bart vs The World, The Fantastic Adventures of Dizzy* and the hot racing game, *Micro Machines*.

We'll also find out what witterings Gutter Snipe's cooked up, chuck a load of top tips your way and display more wonderous 8-bit stuff than a shop that sells a lot of wonderous 8-bit stuff.

Now if that's not worth a measly £1.50, I don't know what is (there's your car for a start, Mat! —Tim)...

SEGA MASTER FORCE

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'One day, everyone'll be computers...'

Reserve your copy

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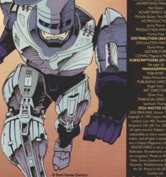
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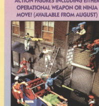


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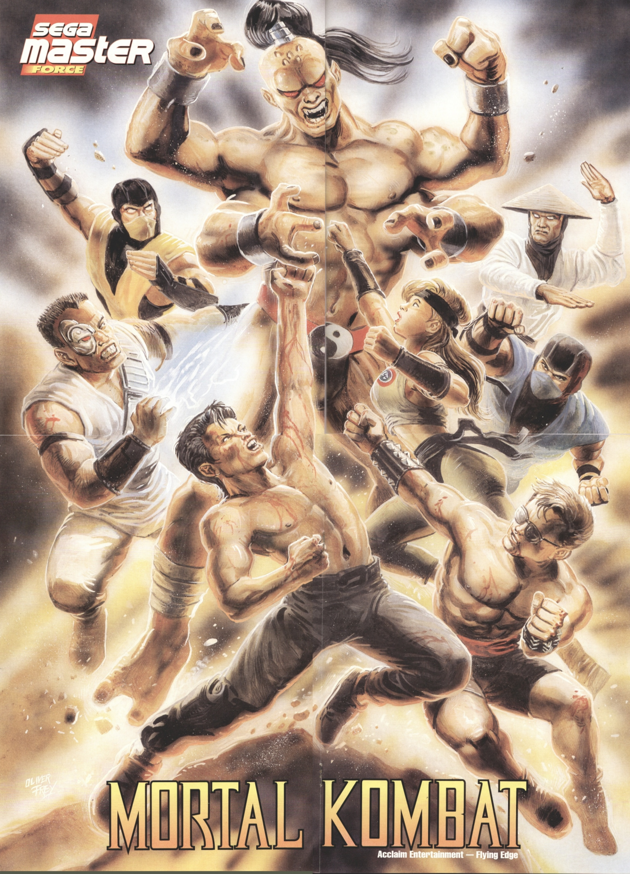
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